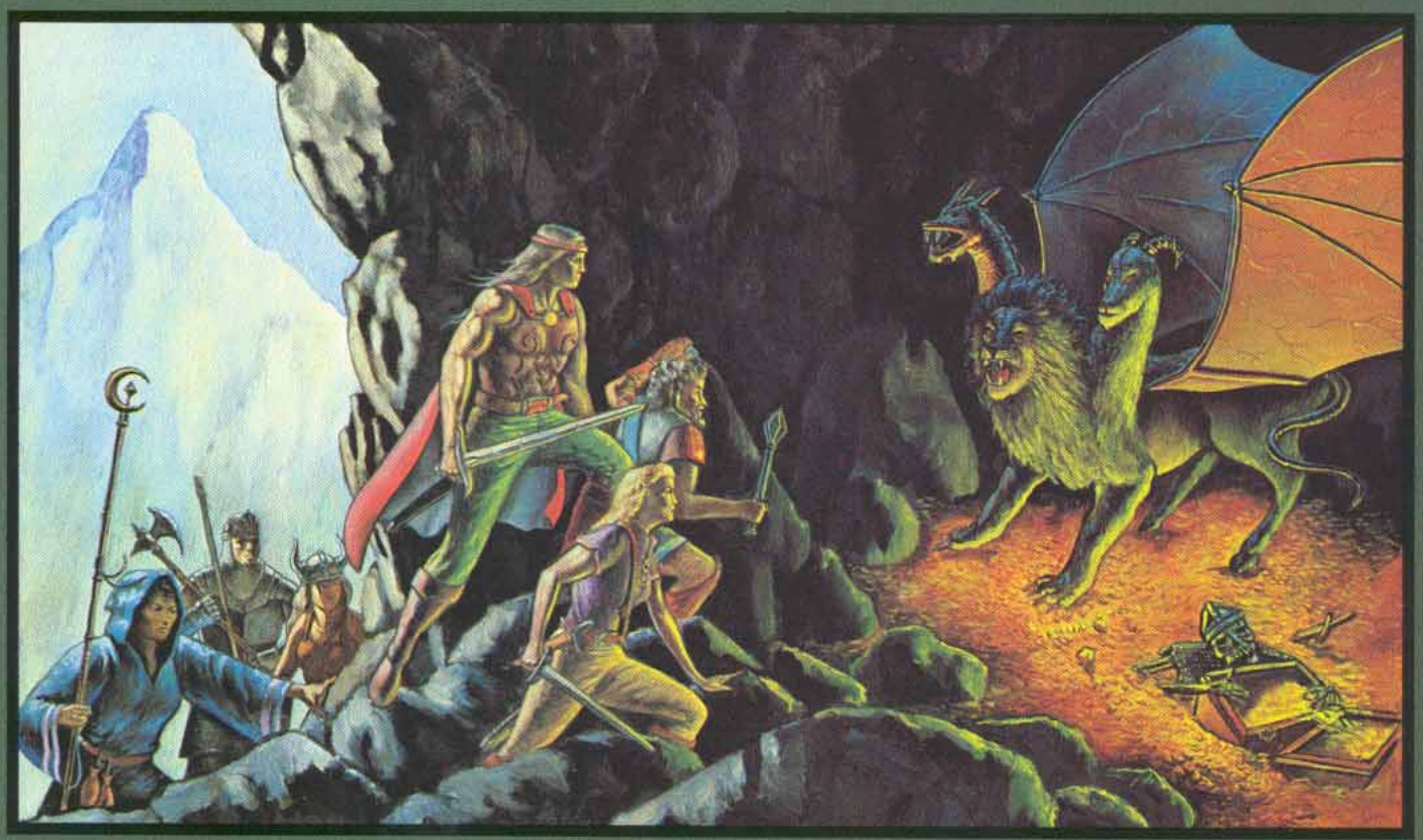
X3 Adventure Module For Character Levels 5-7

DUNGEONS & DRAGONS®

Expert Set Adventure Module

Curse of Xanathon

by Douglas Niles



The Curse of Xanathon combines town and wilderness adventuring in an exciting series of five detective-type scenarios. This challenging adventure supplies eight pre-generated characters to help you get into the game fast, plus a bonus section for further town adventures.

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Dungeon Module X3
Curse of Xanathon

by Douglas Niles

AN ADVENTURE FOR CHARACTER LEVELS 5-7

Whereas: Stephen, Duke of Rhoona has been acting in a dangerously unstable manner;
And Whereas: The Duchy of Rhoona is ready to fall before the Forces of Evil;
It is hereby decreed that a valiant and courageous party of adventurers must learn the secret of the Duke's insanity and free the city from the yoke of chaos.

This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert Rules. Be sure to look for other products from TSR, The Game Wizards!

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DUNGEONS & DRAGONS® Expert Set

Dungeon Module X3

THE CURSE OF XANATHON

This module is for use with the **DUNGEONS & DRAGONS®** Expert Set, which continues and expands the D&D® Basic rules. This module **cannot** be played without the D&D® Basic and Expert rules.

INTRODUCTION

STOP! If you intend to be a player in this module, do not read any further. The following information is for the DM only. Knowledge of the contents of the module will spoil the adventure and excitement for the players.

NOTES FOR THE DUNGEON MASTER

The Curse of Xanathon is an unusual module, in that much of the players' actions will be in the form of detective work, as they try to discover clues to the problem plaguing the town. Once they have located these clues, they will have to decide on a proper course of action. If they make wrong decisions, they could conceivably waste much time and obtain no results. You, as the DM, will need a careful touch to keep the players on the right track without making solutions and objectives too obvious.

Much information is included in the various scenarios, and astute players will no doubt be able to determine the proper course of action at each stage of the adventure. If a group of players is unfamiliar with this type of detective game, they may become frustrated or disinterested. The DM is encouraged to offer additional clues whenever these would seem to be necessary. This can be handled in a number of ways. For example, the High Priest of Forsetta, who moves around in a beggar's disguise, is introduced in **Scenario 1**. The DM should feel free to use this character whenever necessary as a source of information and guidance to the party. He will never join in any adventuring, however! Also, bartenders and tavern patrons thoughout the town may also be used as informants, generally for a price (1-6gp). Rumors flow freely at these public gathering places, and in addition to those included in the module, the DM may wish to invent some rumors of his or her own.

Before beginning play, the DM should read the module carefully and become completely familiar with it. The information that is boxed is to be read aloud to the players at the appropriate time. The material that is not boxed is for the DM's use only and should be revealed to the players at the DM's discretion.

This module has been designed for a party of 5 to 8 characters of between the 5th and 7th levels of experience. The party should contain at least 1 dwarf, 1 magic-user, 2 thieves and a goodly number of fighters. The total of the party's experience levels should be 35-50, with a total of 46 being best.

During the adventures the DM should be careful to give the player characters a reasonable chance for survival. He or she should try to be fair and impartial at all times. However, if the players should persist in taking foolhardy risks or making unwise choices, the DM should make it clear that the characters will perish unless their actions are more well thought-out. The cooperation of everyone in the party will insure that the adventures will be fun and exciting for all.

The DM should try to bring all the senses into play. It not enough to simply describe what a monster looks like to the player ... the DM should describe how it sounds, what it smells like, etc. The same is true for room descriptions. The rooms are described only briefly in this module but the DM should feel free to add additional details to make the players really see the room. Enhancing the atmosphere will only add extra excitement to play of this module.

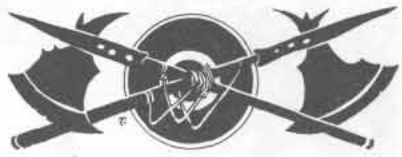
For the convenience of the DM, whenever a monster or NPC is described in the text, the game statistics will be listed in parentheses in the following order:

Monster/NPC Name (Armor Class; Hit Dice or Class/Level; hit points; Number of Attacks per round; Damage per attack; Movement per turn (round); Save As: Class/Level; Morale; Alignment; and Abilities for NPCs, if necessary.)

The following abbreviations are used:

Armor Class =**AC**, Hit Dice =**HD**, Cleric =**C**, Dwarf =**D**, Magic-User=**M**, Thief =**T**, Level =**#**, hit points =**hp**, Number of Attacks =**#AT**; Damage =**D**, Movement =**MV**, Save As =**Save**, Morale =**ML**; Alignment =**AL**; Strength =**S**, Intelligence =**I**, Wisdom =**W**, Dexterity =**D**, Constitution =**C**, Charisma =**Ch**.

Class/Level is only used for NPCs while *Hit Dice* is used for all other monsters. Movement in a game turn is three times the movement rate per round.

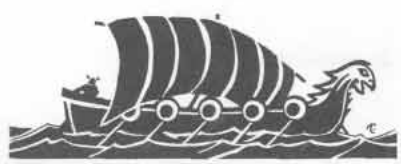


SCENARIO 1 **Pg.8**
SKULKING THROUGH THE BARRACKS

SCENARIO 2 **Pg.13**
THE TEMPLE OF CHAOS

SCENARIO 3 **Pg.20**
JOURNEY OF THE SHRINE

SCENARIO 4 **Pg.25**
DUEL WITH THE HIGH PRIEST



SCENARIO 5 **Pg.26**
TO THE RESCUE!

BACKGROUND

For five generations the Dukes of Rhoona have ruled the city of the same name with a just and respected hand. Established as an outpost from which Eric Rhoona launched his far ranging raiding and trading expeditions, the town has grown to a population of several thousand in its century of existence. The duchy is part of the greater kingdom of Vestland, and is allied with the Jarldom of Soderfjord and the dwarves of Rockhome.

Located on a sheltered fjord nearly 100 miles from the sea, Rhoona has a bustling port from which ships sail to all corners of the known world.

Rhoona may easily be placed on continental **Map M-1**, included with **D&D®** Module X1: Isle of Dread. Find Vestland's capital of Norrvik, and locate the fjord next to it. Simply follow the line of the fjord toward the mountains, and place Rhoona inside the "V" where the fjord separates into two channels.

Many steep, treacherous and hidden passes lead across the mountains to Rockhome, and dwarven caravans often cross these with loads of metalgoods and other dwarven crafts. In fact, a sizeable number of dwarves live in Rhoona, and are presently engaged in the construction of a mighty palace for the current Duke, Stephen Rhoona.

Other passes in the rugged mountain range to the northwest have recently been crossed by immigrants from the Ethangar Khanate. The number of these nomads in Rhoona is small, but slowly growing. They are welcomed for the fine horses and goats that they bring with them.

Sheep, goats, cows, and horses are all herded in the rugged country around the town. Barley, rye, fish, milk, cheese, and mutton are common foods here, and Rhoona is known throughout Vestland and beyond for its many fine breweries. A number of taverns offer the traveller a chance to sample the wide variety of fermented malt beverages brewed here. Wine and brandy must be imported by ship, and are therefore priced accordingly.

With the exception of the unfinished Ducal palace and portions of the three temples, all of the buildings in Rhoona are made of wood, with either wooden or sod roofs. They are one story tall, unless otherwise mentioned, and all but the largest will be one room. In the Old Town near the waterfront, life is hard but happy. Many taverns may be found here, and strangers will generally be greeted with a friendly invitation to share an ale.

Two old temples, erected decades ago, stand in Rhoona in tribute to a pair of the major gods of Vestland. The Temple of the Lawful Order of Forsetta is the oldest, and most of the citizens are members of this faith. The basic tenets include a belief in the authority of the Duke and the conviction that good deeds done throughout a person's life will result in great rewards after death. The Temple of the Spuming Nooga is the home of a neutral order, comprised mostly of fishermen and sailors. This faith is a less restrictive one, believing that a person must strive against the circumstances of his life to make the best of a short existence.

Recently, a newer temple has been erected to Cretia, the god of the Ethangarians. Although currently there is a small number of people in Rhoona from the Ethangar Khanate, they have erected a large and elaborate temple. To most Rhoonians, this temple is a strange and mysterious place, and little is known about the beliefs of the faithful.

The Ducal Guard is responsible for maintaining order in the community, as well as defending it from any outside threats. This brutally effective force is led by Draco Stormsailer, whose very name inspires fear and awe in most Rhoonians. Once Draco sailed to all parts of the world on plundering expeditions, but now he has settled down to the quiet life of garrison commander. He lives in the Ducal Barracks. It is said that the Duke respects his judgement above all other advisors.

Recently, the town has been thrown into an uproar by several rather peculiar decrees that have originated from the Duke's palace. Ten days before the start of this adventure, the order was issued that all taxes must be paid in beer, not money. Many kegs have been delivered to the palace, and now it is very difficult to purchase even a small glass of beer in the taverns of Rhoona. This has contributed to grumbling and complaining among the thirsty populace, but people are in such a fear of the Ducal Guard that no protest has been made.

Three days ago, a second decree was issued, declaring that horses ridden within the town boundaries must carry the riders facing the mount's tail. Since only the very wealthy ever ride in the town, this decree has resulted in some very entertaining sights for pedestrians, as merchants and nobles struggle to maintain balance and dignity in the awkward position. Even so, more rumors have been spread regarding the odd nature of the last two ducal pronouncements. Many people are frightened by the thought that the Duke is no longer rational.

RUMORS

At the start of play, the characters will be aware of two of the common rumors that circulate through the town. Roll a d6 twice, comparing the result to the **RHOONIAN RUMORS TABLE** to determine what these rumors are. If the second roll repeats the first, roll again until a different result is obtained.

RHOONIAN RUMORS TABLE

DIE ROLL	RUMOR
1	The Duke is suffering from an inherited form of insanity that has afflicted his family for a century. This has never been publicly disclosed since the sickness has never before appeared so openly.
2	Draco Stormsailer has murdered the Duke and is issuing the decrees in his place.
3	The dwarves who are working on the palace plan to steal as much of Rhoona's wealth as they can carry off before returning to Rockhome.
4	The Duke has finally chosen a wife! The beer has been collected for a gala surprise party that he is planning to throw for the entire town, where he will announce his forthcoming marriage.
5	The immigrants from the Ethangar Khanate are somehow behind everything. No one seems to know exactly what they're up to, but they know it isn't good!
6	The gods are displeased with Rhoona.The affliction of the Duke is just the beginning of the terrible things that will be suffered by all the people of Rhoona.

The characters may learn four other rumors simply by "asking around." They will not hear more than one rumor from any single source, but it should not take them long to hear the lot if they are interested in doing so. The DM should improvise the four rumors, making them as absurd as possible. **None** of the rumors should give the players a clue to solving the mystery.

THE PROBLEM:

The problem afflicting Rhoona is a powerful curse that has been laid upon the current Duke, Stephen Rhoona, by the High Priest of Cretia, Xanathon. Because this curse has been inflicted with the aid of that chaotic god, a **remove curse** spell is not sufficient to break it. **Only** Xanathon has the antidote, and he will not part with it easily! In fact, since Xanathon has been granted a special form of invulnerability by his god, the party will have to discover his weakness before they have a chance of successfully confronting him.

Draco Stormsailer, the widely-feared captain of the guard, is a part of the plot to undermine the Duke's authority. Xanathon has promised the ambitious captain that he will have the title of Duke when Stephen Rhoona has been deposed. Two or three of Draco's most trusted lieutenants are aware of his subversion, but the entire Ducal Guard will follow his orders unquestioningly, unless they are engaged in obvious treason.

Xanathon has no intention of fulfilling his promise to Draco. The High Priest of Cretia is an emissary of the Ethangar Khanate, and as such, he has been sent to pave the way for an invasion by those people of the steppes. He expects the Duke's recent insane actions to result in a civil war between the forces of the Duke and Draco. The two sides will destroy themselves in a war and create a power vacuum in Rhoona. When the fighting is over, Ethangarians will sweep in and claim the land.

The Curse of Xanathon Module is broken into five steps, called **Scenarios**. These Scenarios will be briefly introduced here in outline form and are detailed later in the module.

Scenario 1- Skulking Through the Barracks: Search the barracks of the Ducal Guard, and learn of Draco and Xanathon's treachery.

Scenario 2- The Temple of Chaos: Search the temple of Cretia, and discover Xanathon's weakness. Find map to the Shrine of Cretia.

Scenario 3- Journey to the Shrine: Travel to the shrine, locate and capture Xanathon's life force.

Scenario 4- Duel With the High Priest: Confront Xanathon and obtain the antidote for the curse.

Scenario 5- To The Rescue!: Defeat Draco and administer the cure to the Duke.

KEY TO RHOONA:

Although each of the scenarios has a specific place where information must be gathered or actions taken, the players have the entire town of Rhoona in which to adventure. Since they may wish to do some exploring before taking on the Ducal Barracks, the town is keyed before information concerning **Scenario 1** is given. Any of the town locations having a detailed key and map are not detailed in this section. The DM should refer to **MAP A** for further detail. Because of the size of the town, a fully detailed key is impossible. These descriptions are intended as aids to help the DM in describing these settings, but he or she may wish to add more detail if players plan on spending much time in these areas.

The Ducal Guard is responsible for maintaining order in Rhoona. Patrols circulate through the town regularly, but their frequency varies depending on the area being patrolled. Check for these guards on the **DUCAL PATROL ENCOUNTER CHART** by rolling a d6. A roll of "6" indicates an encounter with a patrol.

DUCAL PATROL ENCOUNTER CHART

AREA	FREQUENCY OF CHECKS	SIZE OF PATROL
Old Town	Once per 3 turns	11-16 (1d6+10)
Warehouses	Once per 2 turns	11-16 (1d6+10)
Marketplaces	Once per 2 turns	11-16 (1d6+10)
Middle Class District	Once per 2 turns	5-8 (1d4+4)
Upper Class District	Once per turn	5-8 (1d4+4)

These patrols are composed primarily of 1st level fighters in leather armor, carrying shields and shortswords (AC 6, hp 5, #AT 1, D 1-6, MV 90,' ML 8). For every four 1st level guards, the fifth will be 3rd level, with chain mail and a longsword (AC 4, hp 16, #AT 1, D 1-8, MV 60,' ML 9). If more than 10 guards are encountered, the 11th will be an officer of 5th level, chain mail and longsword (AC 4, hp 29, #AT 1, D 1-8, MV 60,' ML 11). The Ducal Guard will not harass citizens, however, unless a patrol discovers laws being broken.

All areas of the town will be busy and crowded during the hours of daylight, and this is true in the Old Town and Ethangarian sector at night as well. Activity in the other parts of the town does not cease after dark, but becomes much less hectic. Since a party will be meeting persons at the rate of 10 or 20 per round, a random encounter table is impractical. Rather, the DM should study the descriptions of the areas and simply describe a typical "crowd scene" to the players. If they wish to accost an individual, then more details can be given as the DM wishes.

A. OLD TOWN: These areas of Rhoona have existed nearly as long as the town itself. Each is a maze of alleys, homes, taverns, and small shops. The alleys are generally filled with rubble and the buildings are dilapidated. The Ducal Guard rarely patrols these areas, and thievery is common. Most of the people are friendly in a rough sort of way, however.

The Old Town sections are marked on the **Map of Rhoona (MAP A)** with an **A**. These areas are made up of wall-to-wall buildings, except where the twisting lines designating alleys wind through them. These alleys are generally about five feet wide, and cluttered with various kinds of trash. The □ marks on the map represent taverns, while the **0**'s are shops and stores. All of the other areas in the Old Town are taken up by the many squalid residences that house the bulk of Rhoona's population.

The homes and shops of the Old Town are wooden structures, with doors in front and back. Homes will be occupied by one family, with occupancy ranging occasionally up to ten or twelve people! Taverns are larger buildings, but also contain only a single large room. Residences and taverns will have a large stone hearth in the center of the room, and taverns have heavy wooden tables and simple bars, behind which are stored many varieties of malt beverages: beer (light and dark), ale, and mead. One sp will usually purchase a large glass of the brew. Wine and brandy run as high as a gp per glass, and is often watered. Of course, after the Duke's recent decree, beer is almost nonexistent!

Shops, taverns, and stores will all be one room buildings that are slightly larger than residences. There will be a space, somewhere in the building, for the proprietor and his family to eat and sleep. Often, a large fireplace will occupy the center of the room. Inventories will, of necessity, be small. For a craftsman or trader, there is a base 50% chance of a character finding what he or she looks for there. The DM should modify this percentage at his or her discretion. He or she should judge how common or rare the item being sought is likely to be in a town like Rhoona. Common items will have greater than 50% chance of being located, and rare items will have a lower than 50% chance. (**Example:** At a tool shop, a common item such as a nail might be found as often as 90% of the time, while a carpenter's plane might only be located on a roll of 15% or less.)

In order to determine the name of a specific tavern, the DM should roll a d20 and compare the result to the **OLD TOWN TAVERN TABLE**. Once the tavern is named, the DM should make a notation on the large town map **(MAP A)** on the inside cover of the module, writing down the number of the specific tavern. Then, if the characters return to that section of town several weeks or months later, the DM will not have to remember the name of each tavern.

OLD TOWN TAVERN TABLE

DIE ROLL (d20)	TAVERN NAME
1	The Gobbling Gander
2	The Waltzing Dolphin
3	The Seafarer's Inn
4	The Sinking Ship
5	The Scarlet Sail
6	Buxom Bertha's Inn
7	The Rocky Point
8	The Quiet Cove
9	The Swampy Cellar
10	The Roving Eye
11	Delightful Dahlia's Inn
12	The Dungeon
13	The Inn of The Fair Winds
14	The Red Dragon Inn
15	The Eye of the Basilisk
16	The Stormy Port
17	The Icehouse
18	The Beached Whale
19	The Lucky Gull
20	The Blarney Chicken

A similar procedure is used to locate shops and tradesmen in the Old Town. The **OLD TOWN BUSINESS TABLE** lists the types of businesses that may be found in the Old Town. As characters move through the alleys or avenues of this sector, the DM should roll d% and compare the results to that table. It will be noted that each type of business has been given a key letter. By placing the corresponding letter in the circle for each shop or trader, the DM can keep a permanent record of each specific business as it is located. (**Note:** If the characters and DM wish to move quickly through the area, the latter may simply assign businesses from the list to the areas that the players pass, without rolling the dice.)

OLD TOWN BUSINESS TABLE

DICE ROLL (d%)	BUSINESS	KEY LETTER
1-10	Brewery	A
11-15	Fish Market	B
16-20	Vegetable Market	C
21	Meat Market-Beef and Mutton	D
22-27	Blacksmith's Shop	E
28-35	Tailor's Shop	F
36-40	Cobbler's Shop	G
41-44	Icehouse	H
45-50	Dairy Goods Shop	I
51-58	Leatherworker's Shop	J
59-63	Lumber Store	K
64-70	Woodworking Tool Shop	L
71-78	Carpenter's Shop	M
79-85	Weaver's Shop	N
86-90	Ship Builder's Shop	O
91-93	Armorer's Shop	P
94-00	Nautical Supply Store	Q

Of course, the characters may choose to ask directions toward a particular type of establishment. If they do this, the DM will have to place the business before the players have actually come to it. If the characters ask a tavern owner or other merchant for directions, the directions will be accurate. If they stop a passerby or ask a tavern patron, there is a 50% chance that the directions will be false.

If they have been given true directions, the DM should roll 3d6. The result is the number of businesses that the party will have to pass before arriving at the one they seek. The DM should then roll a d4 for the direction they should travel in order to get to their destination. A die roll of 1 is north; 2 is east; 3 is south, and 4 is west. If false directions were given, the DM should simply use the **OLD TOWN BUSINESS TABLE** to describe what the group passes as it moves.

The amount of money in any building in the Old Town is likely to be small, although (rarely!) a thieves' trove may be discovered to contain sizeable riches. In general, homes will have an amount of money equal to d% (1-100) value of gp, although the money will be in small coins. The money will be hidden in a jar, stuffed in a mattress or stored under a floor board. Taverns and shops may have twice that amount, but it will be locked in a stout wooden chest.

B. WAREHOUSES: The large buildings shown along the waterfront are warehouses for goods that are imported and exported by Rhoona's traders. Imports include cloth, wine, brandy, beans, corn, dates, copper, and whale oil. Common exports are lumber, beer, and wool. A warehouse with goods in it will be locked, and will have 2-12 1st level fighters as guards, depending on the value of the merchandise (AC 6, hp 5, MV 90,' D 1-8, ML 8).

To determine the contents of a given warehouse, locate the number of that warehouse on the DM's town map. Find the corresponding number on the **WAREHOUSE CONTENTS TABLE**. (The figure in parentheses is the cash value of the goods in the warehouse.)

WAREHOUSE CONTENTS TABLE

KEY LETTER	CONTENTS
B1	1,000 bales of Ylaruam silk (50,000 gp)
B2	Empty and run-down
B3	5,000 barrels of whale-oil (80,000 gp); lumber (5,0000 gp)
B4	1,000 barrels of wine (50,000 gp); 10,000 barrels of beer (100,00 gp)
B5	10,000 crates of dates, corn, and beans (100,000 gp)
B6	Empty
B7	20,000 bars of copper (20,000 gp)
B8	30,000 bales of wool (120,000 gp)
B9	Empty and rat-infested
B10	10,000 bottles of brandy (100,000 gp); 15 guards!
B11	Lumber (20,000 gp)
B12	Empty
B13	10,000 bales of Thyatian cotton (50,000 gp)
B14	5,000 bars of copper (5,000 gp); 10,000 bars of bronze (20,000 gp); 10,000 bars of iron (40,000 gp)
B15	4,000 barrels of whale-oil (66,000 gp)

C. MARKETPLACES: These two squares are the scenes of intensive bartering and bargaining on the weekly market day, when farmers bring their goods into town and set up stalls in the plazas around each marketplace. Live animals, fresh milk, fresh fish, and occasionally apples and cherries will be available on this festive day. Some craftsmen also take advantage of the crowds and peddle their goods at the market.

Because of the bargaining that goes on, exact prices of goods will have to be determined after considerable haggling between the DM and the players. Use the prices listed on the **MARKETPLACE PRICE TABLE** as a guideline. Generally, a merchant will begin by asking 2-3 times the listed amount, but with successful wheeling and dealing, it is often possible to get the price reduced to one-half the figure on the table.

MARKETPLACE PRICE TABLE

ITEM	AVERAGE COST
Cow, steer, or horse	100 gp
Goat, pig, or sheep	60 gp
Bushel of corn, beans, oats, etc.	10 gp
Bushel of fresh fruit	10 gp
1 large fish	1 gp
Quart of milk, or cheese cube	5 sp
1 dozen eggs	5 sp
Bolt of silk	20 gp
Bolt of wool	5 gp
Leather tunic	10 gp
Leather boots	5 gp
Cold weather cloak	20 gp

D. THE TEMPLE OF THE SPUMING NOOGA: This is the temple patronized by most of the seafaring folk of Rhoona. The deity of the Spuming Nooga is pictured as a giant whale spouting a great column of spray into the air. The alignment of the god and its followers is extremely neutral, and believers tend to be very self-reliant people. They are generally loyal citizens, paying taxes to the Duke and mixing freely with the other citizens of Rhoona. The temple is a simple wooden structure near the waterfront, with a large central chamber and four smaller rooms in the corners. A 9th level cleric, Grinnsven Yenson, presides here, with a half dozen 1st and 2nd level assistants. The trappings of the religion are simple, and there is very little in the temple of value to an outsider.

E. THE TEMPLE OF FORSETTA: This is the lawful religion to which about 3/4 of the citizens of Rhoona belong. Most of the building is wooden, but the central sanctuary is made of stone. Members of this sect believe very strongly in the authority of the Duke, and above him, the King. They tend to be orderly citizens who always pay taxes and will unfailingly obey the commands of the Ducal Guard. (As long as they believe those commands were issued by the Duke!)

One of the wings of the temple houses the clerics, of whom there are many of lower levels, and one each of 6th, 8th, 11th, and 14th level. The other wing contains a meeting and dining hall, as well as many small chambers where the clerics may privately counsel and console the faithful. Donations to the church are encouraged, and a rather large trove of wealth has been established. It is stored in a secret room of the sanctuary, and includes gold and silver pieces, and valuable platters, candlesticks, pitchers, and other implements crafted from fine metals and often inlaid with jewels. The total worth of the trove is 25,000 gp. Stealing from it would obviously be a highly chaotic act and one of the clerics would use a **commune** spell to determine the culprit or culprits. Immediate, appropriate (and fatal!) action will be taken against them.

F. BARRACKS OF THE DUCAL GUARD: See **MAP B** and key under **Scenario 1- Skulking Through The Barracks**.

G. MIDDLE CLASS RESIDENCES: These areas, while just as crowded and maze-like as the Old Town, contain slightly larger dwellings. Nonetheless, the homes are still single room affairs, although it is likely that the husband and wife will have a small alcove in which they sleep. Fewer shops can be found in these districts, since the residents do most of their shopping at the marketplaces. The Middle Class sections of Rhoona are marked with a **G** on the town map.

As in the old town, taverns are marked with an □. Reflecting the slightly greater wealth of the customers, prices for a glass of beer will range from 15 cp to 2 sp, and wine or brandy may be as high as 2 gp per glass. There is a 50% chance that beer will be available even after the Duke's order that all taxes be paid in that beverage. A generous bribe (2-12gp) will be necessary before the bartender will admit to this, however, as it is usually reserved for regular customers.

The DM should roll a d12 and compare the result to the **MIDDLE CLASS TAVERN TABLE** in order to determine the name of a specific tavern in the Middle Class Section.

MIDDLE CLASS TAVERN TABLE

DIE ROLL (d12)	TAVERN
1	The Crystal Girdle
2	The Inn of The Wandering Wench
3	The Sudsy Mug
4	The Inn of the Evening Star
5	Oly and Olga's Inn
6	The Slippery Seal
7	The Golden Dragon
8	The Peaceful Sea
9	The Grinning Goblin
10	The Inn of the Gleaming Glass
11	The Honest Trader's Inn
12	The Elegant Eagle

Although there are not as many businesses in the Middle Class district as in the Old Town, a few tradesmen and merchants have established shops here. As with the Old Town, the DM should place the key letter of a business in the circle marking that establishment on the large town map. The following table lists the types of shops that may be found here.

MIDDLE CLASS BUSINESSES TABLE

DIE ROLL (d%)	TYPE OF BUSINESS	KEY LETTER
01-05	Horsetrader	A
06-12	Brewery	B
13-16	Blacksmith's Shop	C
17-20	Icehouse	D
21-25	Leatherworker's Shop	E
26-30	Carpenter's Shop	F
31-38	Jeweler's Shop	G
39-45	Stonemason's Shop	H
46-50	Wainwright's Shop	I
51-55	Alchemist's Laboratory	J
56-62	Tailor's Shop	K
63-70	Cobbler's Shop	L
71-75	Armorer's Shop	M
76-80	Moneychanger	N
81-87	Dairyfood Store	O
88-91	Vegetable Market	P
92-96	Fish Mart	Q
97-00	Butcher's Shop	R

Since these buildings are larger than those in the Old Town, the merchants can maintain better inventories. The DM should assume a base 66% chance of the party locating the specific object for which they are searching. As before, this is modified according to how common or how rare the DM judges the item to be.

The standard of living is higher in the Middle Class district than in the Old Town, so each building is likely to have a little more money in it. The amount of wealth in a home will be 101-200 gp (d% + 100), but there is a 75% chance that it will be locked in a sturdy wooden chest. The businesses will have 200-1200 gp in them (2d6 x 100). The wealth will certainly be locked inside of a metal strongbox. Moneychangers and jewelers will have 1,000 to 6,000 gp extra available for emergencies. The extra funds will be hidden in a strongbox below a secret trapdoor.

H. ETHANGARIAN SECTOR: This area is populated by the immigrants from the Ethangarian Khanate. These nomadic steppe dwellers have established their own small community within the town of Rhoona, centered around the huge Temple of Cretia. The homes and shops of this area are arranged in a protective semi-circle, with a wide gateway leading to the front of the temple. Many wagons and carts are kept near this gateway, and can be pulled across it in a few minutes to create a well-protected fort. The few twisting alleys leading through the Ethangarian community can be similarly blocked.

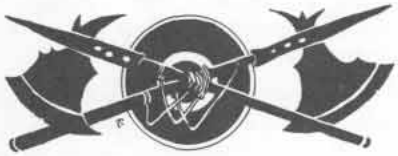
The Ethangarians have brought herds of goats and horses over the mountains which they have sold to the people of Rhoona for huge profits. Thus, the standard of living in this sector is high, though it varies considerably from house to house. The poorest people live on the outer fringes of the sector, while the wealthiest members live on the inside, facing the temple. Several shops and stores, also facing the temple, can be found in the district, for the Ethangarians have a fairly self-sufficient community. Blacksmiths, horse trainers, butchers, leatherworkers, wainwrights, and a carpenter have shops here, as well as several food merchants. The staple foods include milk, cheese, mutton, goat, and bread.

I. DUCAL PALACE: See detailed key under **Scenario 5-To The Rescue!** Please refer to **MAP E** for room locations and additional information.

J. DWARVEN QUARTERS: These long, low buildings are the barracks and shops of the dwarves who are living in Rhoona to work on the Ducal Palace. A total of 55 of the stocky folk live here. Several smithys, a silversmith, goldsmith, and stonemason's shop occupy many of the buildings, with the rest being used as living, eating, and drinking quarters. The dwarves are a skilled (and expensive!) labor force, doing the work for great profit. Each week or two, a shipment of gold is sent by caravan over the passes to Rockhome, so there is never a large amount of treasure here.

The dwarves have managed to hide several dozen kegs of beer from the Ducal Guard, and gather in one of the barracks every evening to partake of the brew and grumble about the mismanagement of their projects by their various human directors. They are strictly lawful in alignment, but their loyalty is to their race and home nation of Rockhome, rather than to the Duke.

K. UPPER CLASS RESIDENCES: These large walled buildings are the homes of retired raiders and traders who were lucky or skilled enough to make a respectable fortune during their active careers. The houses vary from 7-18 rooms (2d6+6) and will contain souvenirs from most parts of the world. The amount of treasure in each home will vary from 3,000 to 18,000 gp (3d6 x 1,000). This will include silver tableware, pictures, frames, candelabra, skins, cloth objects (tapestries, garments, draperies), as well as coins and jewels. Each residence will have a 1st level guard (AC 6, hp 5, #AT 1, D 1-6, MV 90, ML 8) for each 1,000 gp of treasure on the premises, and there is a 75% chance that 1-4 guard dogs (treat as wolves) will be patrolling the courtyard at night. Although only four of these residences are shown on the map, several dozen more spread past the town boundary and into the hills beyond.



SCENARIO 1:

SKULKING THROUGH THE BARRACKS

DM Note: Give the players **MAP F** (found on Page 32 of this module). As the DM, you will use **MAP B (Ducal Barracks)** and **MAP A (DM's Map)**.

To begin playing the module, the players should then select one of the inn locations on **MAP F** (marked with an□) in the *Old Town* as a base of operations. The DM may choose any name from the list of Old Town taverns, telling the players the name of the inn. **Note:** More inns are marked on the DM's map than the players', since the party can't be expected to be familiar with every tavern in the town.

The party may elect to stay at this inn, not only as a gathering place, but as a "residence." Persons who stay overnight in the inns of Rhoona generally do not retire at an early hour, since they must sleep in the tavern's single room. These lodgings are cheap, however, generally costing 1 gp per night. This fee includes supper and breakfast. If an inn does not satisfy the party's need for privacy, they may then rent a small building of their own. The fee will be 10 gp per night for the entire one room hut, but no meals are included. Most of the tavern owners either rent these places or they can direct the group to someone who does.

Regardless of where the group chooses to stay, the adventure will begin in a tavern. The following individuals will also be in whatever inn the groups selects as a starting point:

* 3-18 sailors, merchants, and thieves
* One half of the above number of women
* A 4th level dwarf, (AC 3, hp 24, #AT 1, D1-8, MV 60,' ML 10 AL, L) with battle axe and plate mail.
* A 14th level cleric, (AC 8, hp 52, MV 120,' ML 11, AL L), wears a tattered robe and appears to be a beggar.

The dwarf is Grimmvat Stonebreaker, a mason who has been working on the Ducal Palace. His curiosity has brought him into the Old Town. The cleric is Eric of Forsett, high priest of the Temple of Forsetta. He is following the group of adventurers, since he has knowledge that might help them in their mission. Eric would like to see the Temple of Cretia destroyed, but his lawful religion prevents him from taking direct action. He is limited to aiding the group with advice and information. He may also use his restorative spells on the party between scenarios, if the group is able to locate him.

Eric has the following spells:

First Level: cure light wounds (x2); detect evil; detect magic; light; protection from evil

Second Level: bless; find traps; know alignment; resist fire; speak with animal

Third Level: continual light; cure disease; locate object; remove curse; striking

Fourth Level: create water; cure serious wounds; neutralize poison; protection/evil 10' radius; speak with plants

Fifth Level: commune; create food; dispel evil; raise dead.

The present atmosphere in the tavern is quiet and solemn, since no beer is available. Expensive wine can be purchased, but does not satisfy these customers. Grimmvat will grumble irately about "human mismanagement." A short time will pass, while throats get drier, and Grimmvat grows more vocal as he grumbles, "Blasted decrees! Where does the Duke get these harebrained ideas, anyway? If dwarves were in charge...."

Some of the other patrons will react nervously to this complaining, but none of them will pick a fight with the sturdy dwarf. The players, of course, may react in any way they please.

Soon, a commotion will be heard in the street, and a passerby will stick his head through the tavern door and announce, "The Duke's herald approaches! There must be a new decree!" Very near to the tavern, the herald and a guard of ten soldiers will pause. The herald will unroll a scroll and read loudly:

"Be it known to all that his Benign Munificence, Stephen, Duke of Rhoona, has declared the following to be official decree:

WHEREAS, the scheming, greedy, and cunning nature of the dwarvenfolk is known to all,

WHEREAS, their short statures and bearded appearances are an affront to the sensibilities of decent humans,

AND WHEREAS, the citizens of Rhoona have already borne the insulting presence of these creatures for too long,

IT IS HEREBY DECREED that a state of war exists between the foul and corrupt domain of Rockhome and the virtuous and principled duchy of Rhoona.

FURTHERMORE, any dwarf found to be within the boundaries of said duchy within one hour of the reading of this decree will be considered a dangerous criminal, subject to arrest. Its punishment shall be a public shaving of its face and stretching of its vile person upon the rack, until such time as it has attained a more human stature!

SUCH IS THE WORD OF THE DUKE OF RHOONA"

A large crowd will have gathered to hear this pronouncement, but reaction will be subdued. There is little sentiment in Rhoona for a war against the powerful nation of Rockhome. After making the decree, the herald and his escort will move up the street, and the citizens will drift back to whatever they were doing.

"It's Draco who's behind this, and you can mark my words!" The exclamation from Grimmvat will be within hearing of the players, but the dwarf is talking to no one in particular. "If it's war he wants, then it's war he'll get. 'Foul and corrupt domain' indeed!" The dwarf will work himself into a sputtering frenzy, and, after several more oaths and declarations, will move off toward the dwarven community. His anger is directed at the Duke and his guards, so a friendly approach by characters will calm him somewhat. He will tell the party, if asked, that the dwarves have noticed some strange occurrences at the Ducal Barracks lately... "people that don't belong there coming and going." He will repeat his assertion that Draco Stormsailer is somehow behind this strange declaration, and suggest that answers might be learned at the barracks.

His conversation will be brief, as he needs to hurry to join the dwarves that will be leaving shortly to carry the Duke's word to Rockhome. "Shaving and stretching, huh? I'd like to see 'em try. Give me thirty seconds with that confounded Duke...and you can throw in Draco Stormsailer as well...I'll show both of 'em what it means to tangle...." Grimmvat will be audible for several minutes as he fumes and storms up the street.

If the characters take the dwarf's advice, they may proceed to the barracks at any time to begin the search. If not, Eric of Forsett, who has overheard the exchange, will approach quietly. "Wisdom may hide behind a hairy face," he will whisper as he exits the tavern. If this clue does not work, Eric will wait 24 hours before contacting the group. "Seek your answers in the lair of the Draco!" will be his very unsubtle clue at this second meeting.

NOTE: The players should be allowed free access to the background information at the beginning of this module. If they have forgotten who Draco is or where he may be found, the DM should reread the background information to refresh their memories.

The dwarves, meanwhile, will leave Rhoona and begin the trip to Rockhome. It will take seven days for them to reach their capital, another seven days to raise an army, and seven days to return with an army to Rhoona. All reasonable citizens of Rhoona know that the city's forces will have no chance against the powerful dwarven army, and that the war must be prevented at all costs. The only hope of doing this is to cure the Duke's insanity, at which time he will revoke his decrees and, after explaining the curse to the approaching dwarves, defuse the situation.

The Duke's decree will obviously create an awkward situation for any dwarven player characters. Beginning an hour after the decree has been made, any soldiers of the Ducal Guard who see a dwarf inside the town will make an attempt to arrest him. An **invisibility** spell is one obvious solution, but it will be difficult to keep the dwarf invisible on a constant basis. If the group is walking down a street with even a few other people on it, they may attempt to screen a single dwarf with their bodies. The chances for succeeding in this by having the other characters surround the dwarf in such a way that the guards do not notice him is 10% per screening character. **Example:** If seven characters are gathered around a single dwarf on a semi-crowded street, they would have a 70% chance of hiding a dwarf from the eyes of the passing Ducal Guards. (7 characters x 10% = 70%).

KEY TO THE DUCAL BARRACKS

The barracks are surrounded by a 20' high wall, just inside of a defensive ditch that is 10' deep. A flimsy 4' wide catwalk runs around the entire perimeter of the wall on the inside, but no guards will be patrolling here. The gates are sturdy and double barred. They will be closed at night, but any gate has a 66% chance of standing open during the daylight hours. The Ducal Guard has grown complacent and overconfident in their role as the Duke's enforcers, and as a result they will not be expecting an attack. Doors to the buildings will be barred unless otherwise noted, and a barred door has the effect of adding 2 to a player's roll to "open doors." Thus, if a character opens doors on a 1, 2, or 3 normally, he would need to roll a "1" to open a barred door. Note that a "1" will **always** open a door.

Servant and Guard Encounters

There is a chance of encountering either servants or guards while the group is in the barracks courtyard. Roll a d6 each turn, with a "5" indicating a servant encounter and a "6" indicating a guard encounter.

Servant encounters will be with 1-4 individuals. Depending on the area in the courtyard, these may be cooks, stableboys, serving maids, weapon tenders, or laundrywomen. They will ignore the party unless accosted, at which time there is a 25% chance that they will cry an alarm, a 25% chance that they will aid the group by answering questions, and a 50% chance that they will claim to know nothing.

Guard encounters will be with 1-6 1st level soldiers (AC 6, hp 5, D 1-6, MV 90,' ML 8). They will approach the party and arrogantly demand to know their business. If attacked, they will call for aid, and have a 50% chance per round of being heard. If the cry for help is heard, 20 1st level guards and 3 3rd level sergeants-at-arms (AC 6, hp 16, ML 10) will arrive in four rounds.

The Ducal Guard totals some 120 soldiers and 25 officers, but approximately 2/3 of these will be on duty in the town or palace at any given time. Thus, the number of soldiers within the barracks only represents about 1/3 of the Duke's entire force.

1. SERVANTS' BUILDING.

> This small, two story building is clean, but in need of repair. It has a single door and no windows.

This is the home of several dozen of the garrison's servants. The outer door is unlocked. Few servants will be here during the day, but all of them will be present at night. As a group, they will be timid and frightened. None will offer information in the presence of other servants. There is nothing of value to the party here, save a few cp and sp that individual servants may have managed to save from their meager wages.

2. STABLE.

> This large, weather-beaten structure looks much like a barn. A set of double doors gives access to the east end of the building, and the smell of animal manure hangs in the air here.

The doors to this building are unlocked. Inside, six separate corrals are fenced off, with a closed gate leading to each. Immediately inside the doorway, to the left and right, are pens holding 10 dogs each (AC 7, HD 2+2, hp 10, #AT 1, D 1-6, MV 180' (60'), Save F1, ML 8). The dogs will bark at intruders, but cannot get out of their pens. The other pens hold 6 milk cows, 13 milk goats, 6 warhorses, 8 draft horses, and 18 riding horses. During the day, 4 stableboys and a houndmaster will be present. These servants will react to the party as other servants; i.e. answer questions, sound alarm, or claim to know nothing, based on a d% roll.

A raised loft contains saddles, bridles, and gear for all of the horses. Much hay is piled in the loft, which can be reached by a ladder to each side of the door, and milk buckets are also kept there.

3. CELLBLOCK.

> This is a plain, stark room, barren of any amenities. Five metal-barred cells, a table, and a chair are the only objects in the room. Two of the cells seem to be occupied.

The door from the outside leading to this room is barred and locked. The two occupied cells each holds a badly injured and clean-shaven dwarf. They have been stretched on the rack so severely that they cannot move, but will swear vile oaths at any persons they see. There is a 10% chance per round that these oaths will bring a 1st level guard from the barracks to tell the dwarves to be quiet.

If these dwarves notice that the characters have a dwarf among the group, they will cease their swearing. Because of their injuries, they cannot even walk unaided, and so will be of no help to the characters

in a physical sense. If they are asked why they are in such a state, they will explain that the Ducal Guard caught them as they were attempting to leave the town, several hours after the decree banning dwarves was announced. They will beg the party to give them weapons, which they will conceal in their cells and use to attack the guards as soon as they get the chance.

4. BARRACKS.

> This immense room is filled with many rows of wooden bunks. Many of these bunks have people sleeping on them, and several men in the uniform of the ducal guard are sitting on beds in different parts of the room.

This is the barracks of the Ducal Guard. Forty guards will be present here, minus any that the party has disposed of since entering the barracks compound. Of these, 75% will be 1st level (AC 6, hp 5, D 1-6, MV 90,' ML 8) and 25% 2nd level (hp 11, ML 9). 120 bare wooden bunks occupy most of the room, with a small chest at the foot of each. These chests are unlocked, and only 10% of them contain anything of value. In these cases, the "treasure" may range from 3-18 gp value, usually in cp or sp. The doors into the barracks room from the courtyard will be barred, but those from other sections of the building will open freely.

5. BARRACKS KITCHEN.

The door from the outside is unbarred.

> The room contains several large clay ovens, and some stacks of pots and pans. A pair of closed doors covers a cabinet on one of the room's walls.

The kitchen contains everything necessary to produce those delectable meals that are common to military life everywhere. Huge pots, kettles, ladles, and ovens occupy most of the room, and a pantry with crates of flour and dried meat covers one wall. It will be occupied by four cooks (hp 4, ML 6) from 1 hour before daylight until dark.

6. MESS HALL.

The door to the courtyard is unbarred.

> This large room contains many long tables with benches on either side of them. A stairway at the end of the hallway leads to an open, dark space above.

The mess hall is usually empty, but at mealtimes - morning, noon, and evening - the room will ring with the noisy shouts of the dining soldiers. The noise will be clearly audible to anyone approaching any of the doors to the mess hall.

7. SERGEANTS-AT-ARMS' QUARTERS.

The door to this room is barred.

> This room holds two large tables, a desk, and a dozen chairs. It is unoccupied when the door is opened.

The sergeants who are off-duty are sleeping in room **8**. They will hear the doors smashed open, however, and in two rounds they will enter, fully armed and armored.

8. SERGEANTS-AT-ARMS' BARRACKS.

> Twelve wooden bunks with thin woolen mattresses are placed around the perimeter of this room. Each has a chest at its foot.

Four 3rd level fighters (AC 6, hp 16, D 1-8, MV 90,' ML 10) will be sleeping here, until the door to room **7** is smashed. They will quickly don leather armor and carry shields and longswords into the fight, entering room **7** two rounds after they hear the door smashed. Each of the chests is locked, and contains 10-40 gp (1d4 x 10) worth of treasure in gold and silver coins.

9. ARMORY.

> This low building is very solidly constructed, and has no windows. The door is made of iron, and is locked and double barred.

Within the first room are eight 1st level soldiers, (AC 6, hp 5, D 1-6, MV 90,' ML 8) one 3rd level, (AC 6, hp 17, D 1-8, ML 10), and a 5th level officer (AC 4, hp 28, D 1-8, ML 12). Note that while the officer is alive, the other soldiers will not need to check morale.

The room contains several tables and benches as well as a desk that is strewn with papers. The latter are the records listing each person that has a weapon or item of armor checked out of the building. Neatly stacked on one of the tables next to a set of crude bone dice are 18 gp, 58 sp, and 40 cp.

The doors leading to rooms **10** and **11** are made of metal, and are locked tightly. The keys to these doors are kept on a ring carried by the officer on his belt.

10. WEAPON STORAGE ROOM.

> Many orderly racks of weapons are placed around the room, including swords, spears, bows, and arrows.

Although much of the rack space is empty, there are still: 31 crossbows, 800 quarrels, 35 quivers, 62 shortswords, 11 longswords, 33 pikes, and 80 spears stored in the room. None of the weapons is magical.

11. ARMOR STORAGE ROOM.

> This large room is mostly empty, but several racks of what look like clothing are placed around the walls. In the center of the room is a large pile of leather.

This room is used to store the garrison's armor. Hanging on a rack on the far wall are 12 suits of leather armor, and 3 coats of chain mail are near the door. Hanging against another wall are 21 shields, and the center of the room is piled high with huge, bulky masses of leather. A closer examination of the leather will reveal it to be barding (horse armor).

12. UPPER FLOOR ENTRY ROOM.

> A rickety stairway climbs from the courtyard to a barred door leading to this room. The stairway from the mess hall enters through a hatch in the floor which is currently open. A thick trapdoor is hinged so as to be able to be closed quickly over this hatch, and three metal bars are easily slipped through a set of brackets to hold the trapdoor shut.

Since the trapdoor is stronger than the stairs leading to it, any attempts to smash it open from below will simply cause the stairway to collapse. The room is empty. Only the door to room **30** is locked.

13. OFFICERS' AND SPECIALISTS' MESS HALL.

> This room has four tables and several dozen benches in it. An open doorway at the far end leads to what is apparently a cooking area. Each of the tables is covered with a white cloth.

The doorway at the far end of the room does indeed lead to a kitchen, containing two small ovens, cooking utensils, a small pantry with flour, fresh meat, ice, a keg of beer, and a chest with a silver set of dishes worth 400 gp. The cloths over the tables are made of fine linen, and are worth 30 gp apiece.

14. SERVANTS' QUARTERS.

> The door leads to a short hallway. Two doors are along the left-hand wall, and another door is at the far end.

The three rooms opening off this corridor are the homes of the 10 servants assigned to the officers and specialists. Each of the rooms contains enough plain wooden bunks for the occupants, and a plain table with two straight-backed chairs.

Four unmarried female servants occupy the first room, four unmarried men are in the second, and an older married couple live in the third. Their reactions to the party should be determined with the usual procedure for barracks servants. (Refer to the **Servant and Guard Encounters** in the first part of the **KEY TO THE DUCAL BARRACKS**.)

NOTE ON THE SPECIALISTS' QUARTERS (Rooms 15-21): Each of these rooms has one or two residents. They will be gone (working) during the day, but present at night. Unlike servants, they are loyal to the guards and will try to call an alarm if possible. Specialists are "0" level, with 4 hp, unless otherwise mentioned.

15. HOUNDMASTER'S QUARTERS.

> This room is barren, except for a plain wooden desk and chair, and a simple bed.

16. LEATHERWORKER'S QUARTERS.

> This room contains a wooden bed, a simple desk, a chair, and a table. On the table are piled a number of pieces of leather, several of which have been sewn together to form the beginnings of a suit of leather armor.

17. BOATBUILDER'S QUARTERS.

> There is a desk, table, bed, and chair in this room. A skillfully crafted model of a longship is on the desk, and an oilskin cloak hangs on a peg. The room is otherwise empty.

The boatbuilder will not be found in this room, since he is staying at the waterfront until the completion of his current project.

18. BLACKSMITH'S QUARTERS.

> This room contains several broken swords on a desk, as well as the usual bunk.

The smith specializes in weapons work, and plans to take the broken swords to his shop just outside of the barracks for repairs.

19. MAGIC-USER'S QUARTERS.

> In this room is a bed and a cluttered workbench. Some vials of oddly colored liquids and many shallow dishes filled with a wide variety of unidentifiable substances are on the bench.

A 5th level magic-user dwells here (AC 8, hp 11, MV 120,' D 1-4, ML 7). He carries a dagger upon his person, and his door is **wizard locked**. A small lab with many vials and packets of mysterious ingredients is at the far end of the room. The magic-user's spells are:

First Level: read magic; magic missile

Second Level: mirror image; wizard lock

Third Level: invisibility

If he is in his room and someone attempts to smash the door, the enchanter will make himself invisible if he has enough time. He will then attempt to slip out the door and warn the fighter and thief from rooms **20** and **21**. The three will attempt to deal with the party without calling for further aid.

Among the vials in the magic-user's lab are a **potion of speed** and a **potion of giant strength**. The enchanter wears a **ring of protection +1**. He has a sack with 179 gp hidden under his bed.

20. WEAPONMASTER'S ROOM.

> This room is similar to the others on the hallway, containing a bed, desk, and chair. A burly fully-armed fighter is standing in the center of the room. As the door opens, he whirls to face the intruders and draws a gleaming longsword.

The resident of this room is fully armed and armored since he is preparing for a training session with one of the officers. He is a 12th level fighter (AC 1, hp 60, MV 60,' D 4-11 [1d8+3], ML 11) charged with the combat education of the Duke's garrison. He wears plate mail and carries a **shield +1**. His favorite weapon is his **longsword +2**. His room is bare except for his weapons and armor, and he keeps his door barred.

21. THIEF'S ROOM.

> A bed, desk, and chair are the only items of furniture in this room. A swarthy, dark haired man with a long scar on one cheek leaps to his feet and faces the door as it opens. His hand goes to the hilt of a sword at his side, but he does not draw it immediately.

The resident of this room is a 10th level thief (AC 5 [-2 dex. adjustment], hp 21, MV 90,' D 2-7 [1d6+1], ML 9, AL C) who serves the Duke as a spy. He is Draco's partner in the plot to overthrow the Duke. He will join the fighter and magic-user in fighting the party if one of them asks him to. If surprised in his room, he will attempt to talk his way out of the situation. He bears a **shortsword +1** and wears **elven boots**. He has a locked strongbox with 210 gp, 180 ep, and a 500 gp ruby in it hidden under his bed. The lock contains a poison needle trap, and the key is on a thong around his neck.

NOTE ON THE OFFICERS' QUARTERS (Rooms 22 - 28): Since the duty times of these men vary, regardless of time of day, only the rooms that mention a person will be occupied. The residents of the others will be on duty or sleeping elsewhere, as many of these higher ranking soldiers keep quarters in town. The walls of this building are thick, so the officers will not have heard any commotion below them or in the specialists' quarters. If one of the officers is attacked in his quarters, however, he will shout an alarm that will bring the other two fighters in the area to his aid. The doors to all of the rooms in this section will be locked, and the keys will be with the respective residents.

22. OFFICER'S ROOM.

> There is a table, a chair, and bed in this room. A blanket on the bed is pulled over a figure that appears to be a sleeping person. A nearly empty wine bottle sits on the table, and a strongbox rests at the foot of the bed.

A 5th level fighter (AC 9 [4], hp 26, MV 120' [60'], D 1-8, ML 11) is sleeping in this room. The statistics in brackets represent his status in chain mail armor, which he will don if given 2 rounds of warning. The strongbox at the foot of his bed is locked, and contains an extra suit of chain mail, a sack with 230 gp and 390 sp in it, and a woolen cloak.

23. EMPTY OFFICER'S ROOM.

> This room is bare, except for a blanket over a wooden bed, a table, and a chair.

24. DOUBLE ROOM.

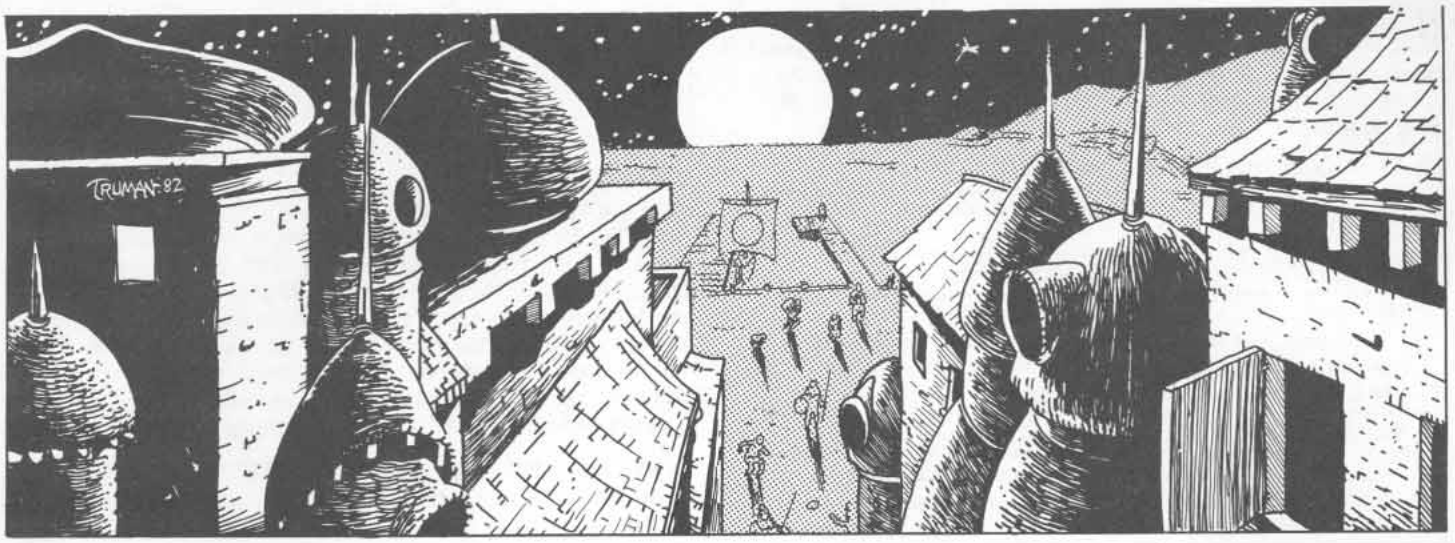
> Two unmade beds, a table with two chairs, and a desk are the furnishings in this room.

Under each of the beds is a locked footlocker. The first contains a cloak, leather tunic, and small sack of jewels (25 gems worth 10 gp apiece). The second locker holds a cloak, a suit of chain mail armor, a mace, and has a false bottom (locate as a secret door). Beneath the false bottom is a leather pouch containing 260 gp, 110 ep, and 345 sp.

25. CAPTAIN'S ROOM.

> This room contains a desk and chair, a bed with several blankets on it, and a large chest. A tall man is seated at the desk, but quickly rises to his feet as the door opens. It will be seen that he has been working on a carving of a longship, and as a matter of fact a pile of woodshavings coats the top of the desk.

This captain is a 6th level fighter (AC 9 [2], hp 30, MV 120' [60'], D 2-9, ML 11). His door is locked and barred, and if given 2 rounds, the captain will put on his armor, changing his statistics to those in the brackets. The chest is against the wall opposite the door, and is locked. The key to the chest is hidden behind the captain's belt, and the chest contains a woolen cloak, suit of leather armor, and small wooden box containing a 200 gp diamond, 31 gp, and 7 pp. He fights with a **longsword +1**.



26. CAPTAIN'S ROOM.

A neatly-made bed, desk, small chest, table, and chairs occupy this room. Several papers are on the desk.

Most of the papers are requisition forms for various supplies. If the players look closely, they will see that 500 suits of leather armor, 500 shortswords, 150 crossbows, 3,000 quarrels, 200 shields, thousands of gallons of milk and cheese, and tons of meat and flour have all been ordered for the Ducal Guard. The bottom sheet on the pile is an order, signed by Draco Stormsailer, authorizing the drafting of 600 men-at-arms from the city's population. The chest is locked, and contains a suit of plate mail, a longsword, an **elven cloak**, and a shield. The cloak will appear normal unless a **detect magic** spell is used.

27. COMMANDER'S ROOM.

A carefully made bed, a desk, a table and chair are the furnishings of this room. A sturdy-looking warrior in plate mail armor is seated at the table sharpening a sword.

The warrior is a 7th level fighter (AC 0, hp 40, MV 60,' D 3-10 [+2 strength bonus], ML 12). He is preparing for a practice session with the fighting instructor in room **20**. A rack holding 6 fine daggers is on the desk. None of them is magical, but jeweled hilts, golden blades, and exquisite craftsmanship make them worth the following: 750 gp, 600 gp, 500 gp (x3), and 400 gp. A small chest is hidden under the bed containing 2 cloaks, a suit of leather armor, a shortsword, and a small sack holding 110 pp and 4 800 gp rubies. The fighter wears **plate mail +2.**

28. HIGH COMMANDER'S ROOM.

This room is bare except for a neatly made bed, a desk, and a chair.

An unlocked and empty chest is under the bed. This is the room of the 9th level fighter who is Draco's chief lieutenant and fellow conspirator. He stays at the room of his mistress in the town, and so rarely uses this room.

29. PRACTICE ROOM.

This is a large empty room. Many nicks and gouges have been carved into the walls.

This chamber is used by the officers for weapons practice. Because they use the room frequently, sounds of combat in the officers' quarters will not seem unusual to the soldiers below.

30. DRACO'S RECEPTION CHAMBER.

This sparsely furnished room contains only a table, four chairs, and two benches. A tapestry depicting a longship riding out a stormy sea hangs on the outside wall.

This is the entry room to Draco Stormsailer's quarters. Both the door from room **12** and the door into room **31** are locked.

31. PRIVATE DINING ROOM.

A long table with 14 ornate, straight-backed chairs occupies the center of the room. Six soft armchairs are in the corners, a buffet with a collection of fine silver and crystal tableware stands against one wall, and a long trophy case is opposite it.

The silver is worth 800 gp and the crystal 1,000 gp, but the latter is extremely fragile and would be difficult to transport. The trophy case contains prizes that Draco has seized, usually by force, from the far corners of the world. Among them are five bottles of fine wine worth 200 gp apiece, four paintings worth 500 gp each, and two exquisitely crafted rugs, worth 500 gp apiece.

32. DRACO'S SERVANTS' QUARTERS.

The large room is a general kitchen and work area, with a large pantry tucked into an alcove. A large table, an oven, and a waterpump are placed around the room.

The pantry contains fine meats, breads, and cheeses. Three kegs of beer are also stored in here, as well as a dozen bottles of wine, worth 20 gp apiece. The beer is literally priceless in thirsty Rhoona, but a buyer may be difficult to locate, since tavern owners are afraid of the Ducal Guard. If the player characters want to try to sell the beer to a tavernkeeper, the DM should roll a d6 to determine the tavernkeeper's reaction. On a roll of 1-2, the tavernkeeper will buy the beer. On a roll of 3-4, he will do nothing. On a roll of 5-6, he will alert the Ducal Guard.

The two small rooms at the back of these quarters are the chambers of the four servants, a married couple to each room. The servants will have retreated here when strangers enter the apartment, since they know that Draco is not at home. They will cower fearfully if approached, and will furnish no information unless very heavy handed or threatening steps are taken by the party. In any event, they do not know about the secret room beyond Draco's bedroom.

33. OFFICE AND LIBRARY.

Two comfortable chairs, a desk with a simple wooden chair, and two bookshelves are the furnishings of this room. The desk is strewn with papers, and many books are on the shelves.

The papers, upon examination, will be seen to be duplicates of those in room **26**. The bookshelves contain several volumes on boatbuilding and sailing, as well as a dusty history of Rhoona and a much handled tome entitled: *"The Escapades of Draco Stormsailer-Scourge of the Seas!"*

34. TROPHY ROOM.

This unusual room has a lush layer of furs on the floor. White and black bearskins, dire wolf hides, and the skins of all of the great cats have been piled throughout the room. Along one wall, posed so as to almost appear real, is the skin and mounted head of a red dragon. Along the opposite wall are mounted the heads of wild boars, a giant, several dwarves, a displacer beast, owl bear, troll, unicorn, and woolly rhinocerous.

These trophies represent the remains of creatures that Draco has slain throughout the world. Obviously, the garrison commander takes a great deal of pleasure in killing things. The door at the far end of the room is locked.

35. DRACO'S BEDROOM.

This large room contains a huge and richly quilted bed, a table with four chairs, a number of tapestries, and a wardrobe closet. On the table is a full bottle of wine and two crystal goblets. The tapestries illustrate battle and sailing scenes in great detail, and feature prominently the exploits of a tall, black-bearded warrior with a "D" emblazoned on the front of his tunic.

The wardrobe closet contains a suit of plate mail, leather armor, and a dozen ornate robes. All of these are emblazoned with an elaborate "D".

36. SECRET TREASURE ROOM.

The secret door to this room is further concealed by a tapestry. It is opened by pushing in on a knot in the pineboard wall.

Three chests are stacked at one end of this narrow room, and a small writing table and chair are at the far end. A piece of parchment is on the table.

A letter written in an obscure code is on the table. Each of the chests is locked, and the keys are with Draco in the palace.

The first chest contains a **paralyzing** gas that will affect everyone in the treasure room for 2-12 hours, unless a thief successfully removes the trap. Inside the chest is an ornate helmet. It is a **Helm of Reading Languages and Magic**. The second chest contains many coins: 1,060 gp, 1,300 sp, and 280 pp. The third chest holds gleaming gems, worth 100 gp (x10), 80 gp (x2), 50 gp (x5), 25 gp (x8) and 10 gp (x70).

If the **Helm of Reading Languages and Magic** is used to decipher the coded letter, the following may be read:

"My dear Draco, future Duke of Rhoona,

The wheels are well in motion now. The pronouncement of war against the dwarves will be forthcoming shortly, and little resistance is apparent thus far from the populace. The slobbering idiot of a Duke will have only a short time left to reign when he declares this foolishness - I am sure you must agree that my curse is working admirably! Be alert: the moment for you to move is near!

Your faithful compatriot
Xanathon
High Priest of Cretia

SCENARIO 2:
THE TEMPLE OF CHAOS

DM Note: Use **MAP C** for this scenario.

The beginning of the second phase of the adventure will depend greatly upon the group's behavior following the search of the barracks. The DM must keep careful track of the passage of time, since the dwarven army is gathering while play is going on. The curse must be removed before that army arrives or Rhoona stands a very good chance of being sacked and burned.

The scenario as written here will assume that the party of adventurers has returned to the inn where they started the game. If they go to a different inn, very little modification will be required. If they return to their rented room(s), they can hear the commotion in the street announcing the herald's arrival, and will presumably move out to hear the new decree. Eric of Forsett, still in his beggar disguise, might talk to them in the crowd after the decree has been made. If the group is relatively strong after the barracks adventure (i.e. they still have most of their spells and hit points), they might wish to proceed directly to the temple of Cretia. In this case, they could hear the decrees in the streets along the way, and there would be no need for Eric to contact them, since they will have already figured out that their next objective is the temple.

Unless the group chooses to proceed directly to the temple, 24 hours will pass following their search of the barracks before the next ducal decree is made. If this time requirement would place the announcement in the middle of the night, then substitute 36 hours for 24.

In any event, the herald will soon walk the streets again, calling out the news of the Duke's latest inspiration. The announcement is as follows:

"Be it known to all that His Benign Munificense, Duke Stephen Rhoona, has declared the following to be official decree:

WHEREAS, IT IS APPARENT TO ALL BUT THE MOST FEEBLE-MINDED THAT THE SUN IS THE MOST ILLUSTRIOUS OF HEAVENLY BODIES,

AND WHEREAS, IT IS OF UTMOST IMPORTANCE TO MAINTAIN THE GOODWILL OF THIS MOST BLAZING ORB OF FLAME DURING THE COMING STRIFE,

IT IS HEREBY DECREED THAT THE BURNING OF ALL COMBUSTIBLE MATERIALS - TO WIT, WOOD, OIL, CLOTH, PEAT, ETC. ETC. ETC. -IS OUTLAWED DURING THE PERIOD OF THE SUN'S RESTING, LEST WE INCUR THE JEALOUS WRATH OF HIS MOST HEATFUL SELF!

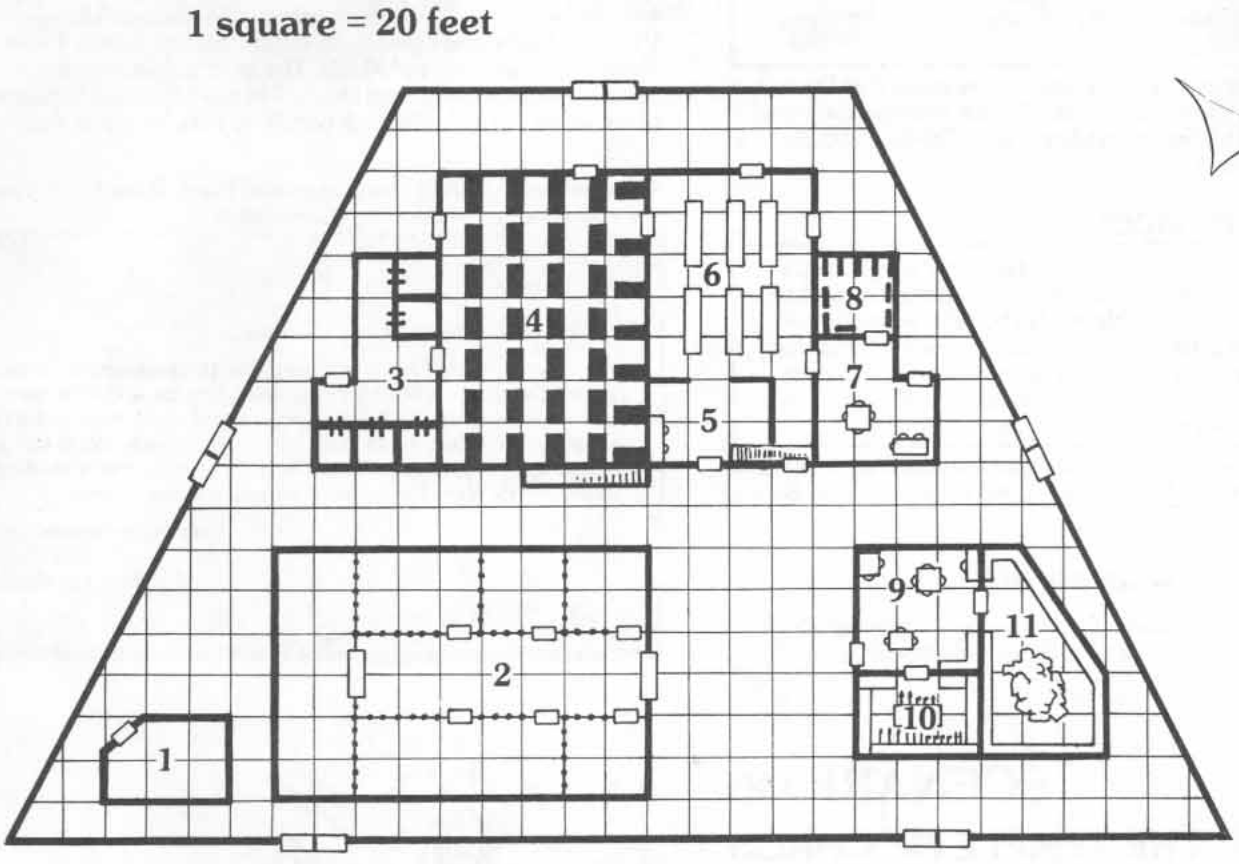
THE HOURS INCLUDE THOSE TIMES BETWEEN THE SUN'S TOUCHING OF THE WESTERN HORIZON AND HIS CLIMBING ONCE AGAIN INTO THE HEAVENS OF THE EAST!

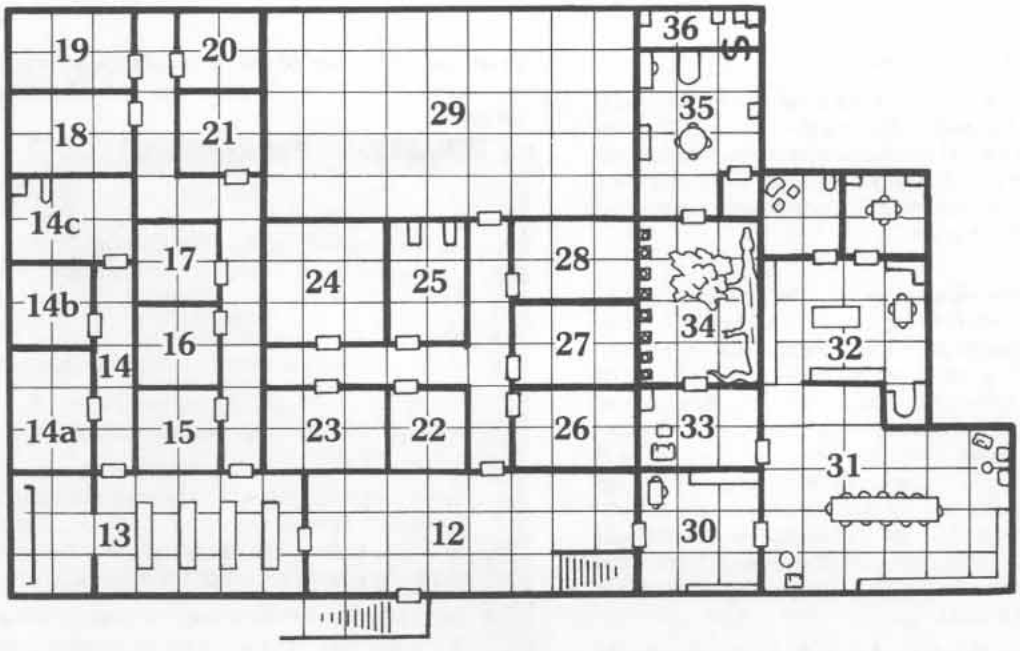
SUCH IS THE WORD OF THE DUKE OF RHOONA"

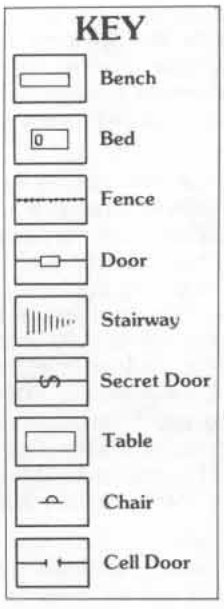
DUCAL BARRACKS

MAP B

1 square = 20 feet







1 square = 10 feet **2nd FLOOR**

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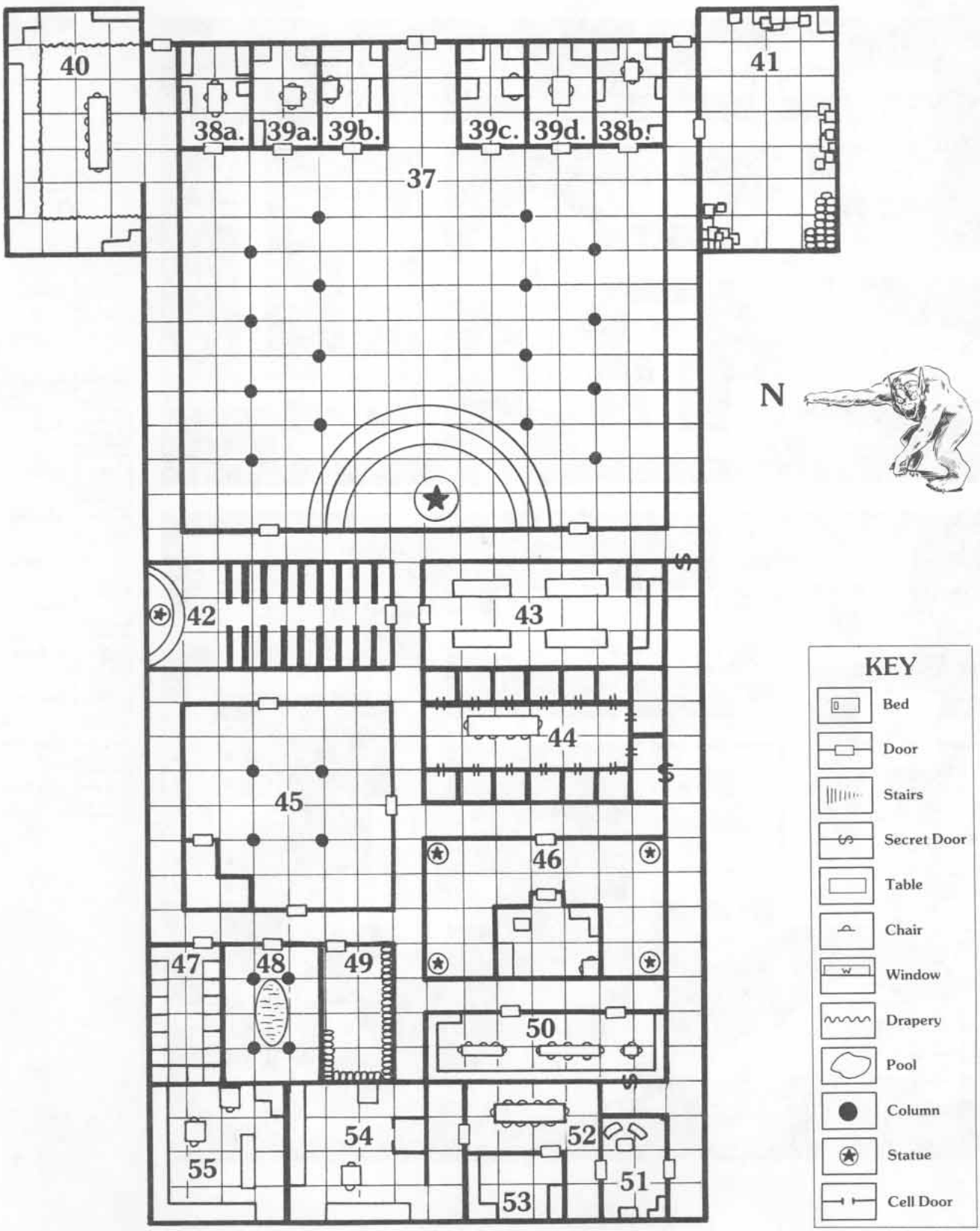
TEMPLE OF CRETIA

MAP C

1 square = 10 feet



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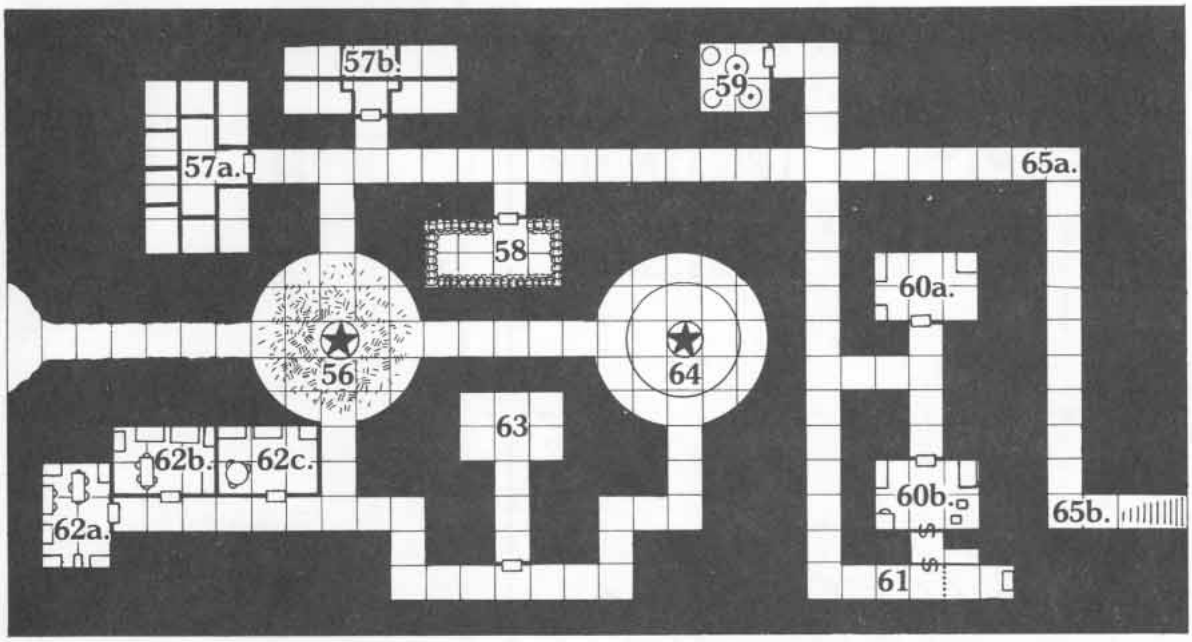
SHRINE OF CRETIA

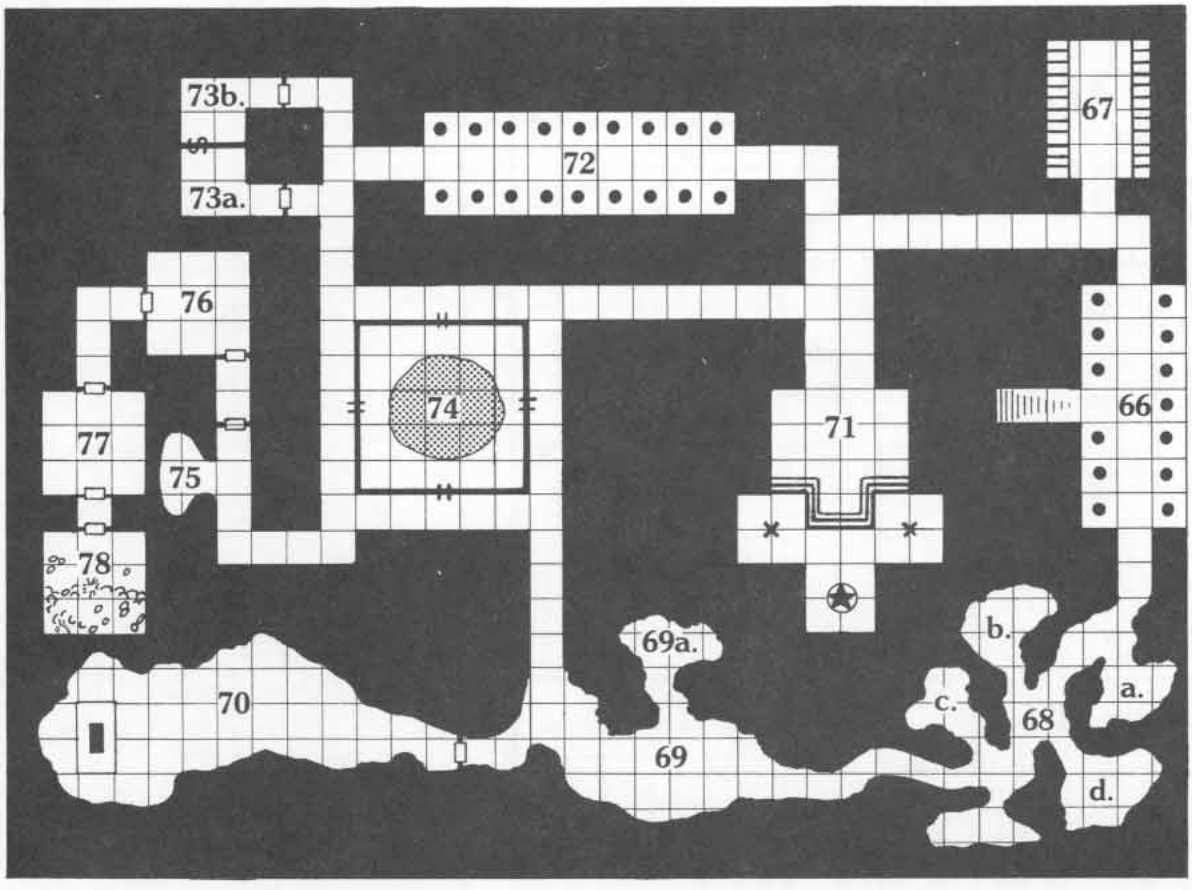
MAP D

1 square = 10 feet

N

LEVEL I





KEY

- Bed
- Door
- Stairs
- Secret Door
- Table
- Chair
- Window
- Drapery
- Pool
- Column
- Statue
- Portcullis
- Cell Door

LEVEL II

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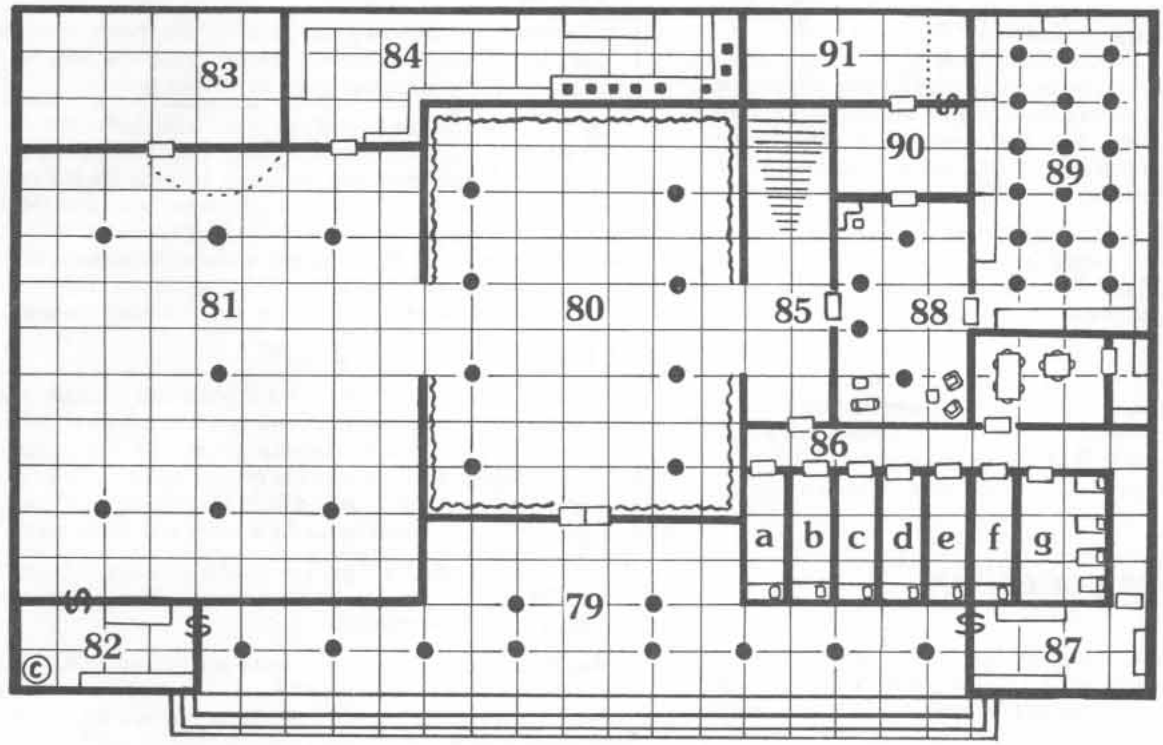
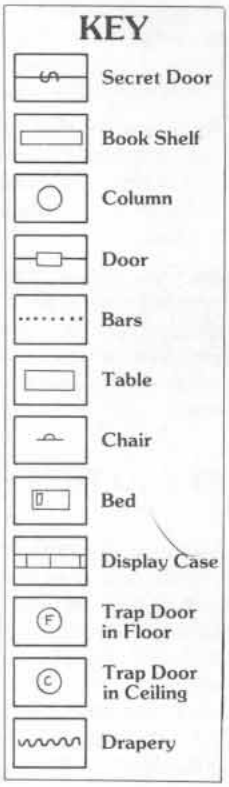
DUCAL PALACE

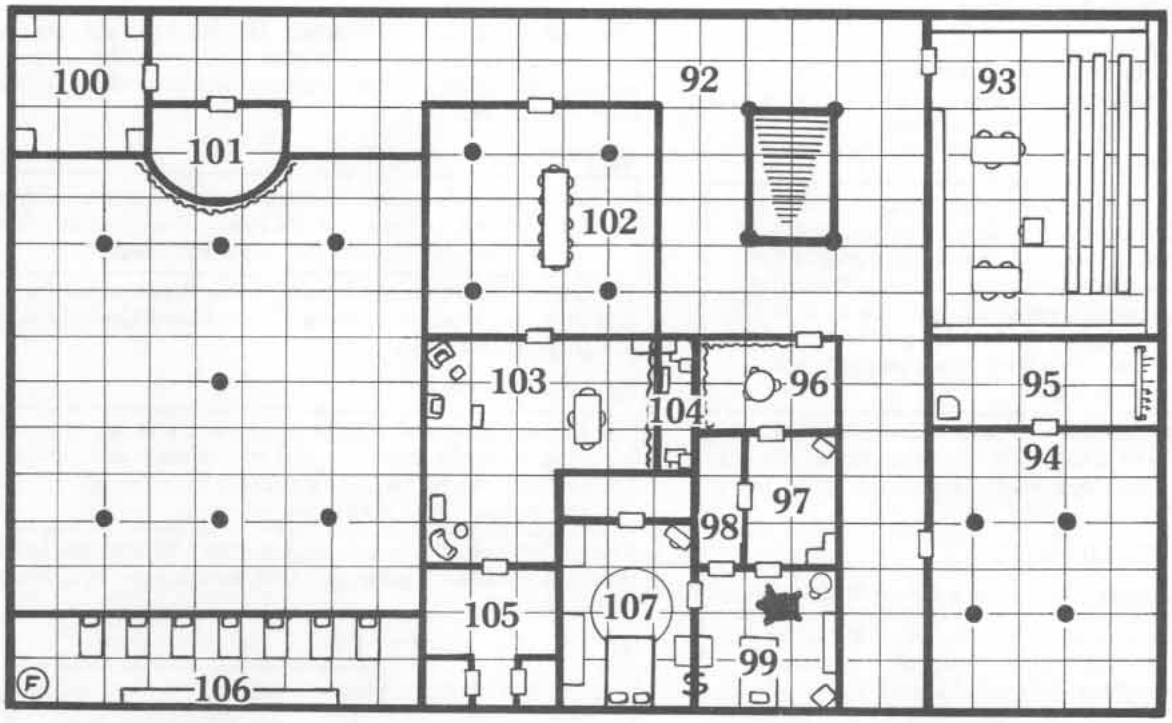
MAP E

1 square = 10 feet





LEVEL I



LEVEL II

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This decree will be received by most of the populace with a sort of resigned indifference, as if they can no longer be surprised by the Duke's follies. As before, the herald will have a sturdy group of guardsmen with him, so none of the reactions will be blatantly hostile. A few of the more intelligent or thoughtful citizens might express grave misgivings as to the Duke's mental health, but these will be whispered quietly, and party members will not overhear such comments *unless they are expressly eavesdropping.*

Eric of Forsett, still disguised, will approach the group following this announcement. He will mutter to them, "The curse of the Cretin must be stemmed at its source," then slowly shuffle away from the party. If stopped by a character and asked for further information, he will simply say, "You cannot stop the rain with a bucket on the ground; you must go to the cloud that sheds it." He will ignore all further questions and walk away from the group. If pursued, he will not acknowledge any statements or queries.

As before, the cleric will again allow 24 hours to pass. If the group has not deciphered his advice in this time, he will again seek them out and sternly admonish them, "The High Priest of Cretia is an evil blight on our community. Seek him, and demand an accounting for the Duke!"

Eric has already approached the Duke and attempted to use a **remove curse** spell, unsuccessfully. He realizes that the power of the god, Cretia, is involved here, and that only Xanathon holds the key to a return to sanity in Rhoona. He is unsure of Xanathon's motives, but understands that the very survival of Rhoona is at stake.

KEY TO THE TEMPLE OF CRETIA

Many people, both Ethangarians and Rhoonians, pass through the gateway into the community around the temple, so - if the party acts calmly and passively - they will not be noticed. Once inside the Ethangarian sector, much activity will be visible at all times of day and night. Again, if the group moves quietly toward the temple, they will attract no attention. The Temple of Cretia is a massive stone structure, and only three doorways are visible, all on the front wall. All of these portals are made of sturdy wood, but only the one to the group's left (outside of room **41**) will be locked.

NOTE: A number of doors throughout the temple will be locked. Unless a locked door leads to a person's quarters, Xanathon will be the only person in the temple with the key. In the former case, of course, each person has the key to his own room.

37. HALLOWED HALL.

> The double doors lead into the main sanctuary of the worshippers of Cretia. Massive stone columns support a roof that is 20' above the floor. A raised dais, opposite the doors, elevates a statue of the grotesque Cretia. The god is pictured with a scowling human face upon the torso of a gorilla, with four bear-like feet. Its eyes will glitter evilly with reflected torchlight, as each of the columns holds a bracket with a burning torch set in it.

Upon close examination, the eyes of the statue will be recognized as two 20 gp gems. The doors to rooms **38** and **39** are locked, and all of their residents will be currently in them. The doors to either side of the dais are unlocked.

38(a&b). FIGHTERS' QUARTERS.

These two rooms are identical. Each has a locked door.

> The room contains four wooden bunks, a table, and four chairs. Four young men wearing chain mail and carrying longswords will be seated at the table in each room.

The men in these rooms are 2nd level fighters (AC 4, hp 11, #AT 1, D 1-8, MV 60,' ML 10) who have been charged with the temple's security. They wear chain mail and carry shields and longswords. Their high morale is due to religious fervor. If intruded upon in either room, the fighters will cry an alarm that will bring all eight fighters and the eight clerics from rooms **39a -39d** to do battle with the party. Each fighter will carry a small purse on his belt containing 1-6 gp and 2-24 sp.

39(a-d). CLERICS' QUARTERS.

These four rooms all have locked doors. As with the fighters' rooms, they are identical to each other.

> The room contains two beds, a table, two chairs, an ivory statue of Cretia, and a smaller table with several bottles of cheap wine on it, as well as a pair of wine glasses.

Each room is the residence of a pair of 3rd level clerics (for a total of eight; AC 4, hp 12, #AT 1, D 1-6, MV 60', ML 10). Each cleric has a **cure light wounds** spell and one other 1st level clerical spell. To determine which other spell is useable by each cleric, the DM should roll a d8 and compare the result to the spell list on page X11 of the **D&D** ® Expert Rules. Note that some clerics might have two **cure light wounds** spells. In battle, the clerics will tend to fight with their heavy maces. None of the clerics has any monetary treasure.

40. GUESTS' DINING ROOM.

> A long table covered with a satin tablecloth occupies the center of the room, and eight fine wooden chairs are placed around it. In one corner stands a cart with a crystal decanter and glasses on it. In another corner is a low table with 5 bottles of excellent wine and eight crystal goblets. A thick purple drapery hangs around the outer wall of the room.

The tablecloth is worth 100 gp. The crystal decanter and glasses are worth 300 gp, but are of course very fragile. The wine bottes and goblets are worth 50 gp each.

In the 10' wide space between drapery and wall await 10 beserkers (AC 7, HD 1+1, hp 6, MV 120', #AT 1, D 1-8, AL N +2 on all "to hit" rolls). They are rabid followers of Cretia, and will attack any non-Ethangarians entering the room and fight to the death!

41. OFFERING STORAGE ROOM.

> This room contains many crates, bales, and kegs, all stacked neatly in the corners and along the walls.

The door to this chamber is locked. This is the storage area that the clerics of Cretia use to store the offerings of the faithful. In the room are dozens of crates of grain, bales of wool, bundles of cloth, and kegs of whale oil.

42. PRIVATE SANCTUARY.

> There are eight pairs of wooden benches that face an altar holding the grinning image of Cretia in this chamber. This statue is smaller than the one in the **Hallowed Hall.**

The door to this room is unlocked. This is the area that the temple residents use for worship services. The statue of Cretia has a pair of 200 gp gems as its eyes.

43. DINING HALL.

> This is a room with four large tables in it. A pair of crude benches flanks each table, and an open doorway leads to a small kitchen beyond. Tin platters and colored glass mugs are displayed on a shelf in the dining hall.

The kitchen contains several large kettles and pots, and leads to a pantry stocked with loaves of bread, salted meat, lard, and some moldy cheese.

44. ACOLYTES' CELLS.

> This room is divided into 14 separate cells. Each cell has a heavy wooden door with a small, slitted opening in it. The large chamber outside of the cells contains only a long table and 14 chairs.

Neither the outer door nor the cell doors will be locked. Each cell contains only a pallet of straw, a torch and a cheap copper image of Cretia (worth 5 gp). The cells are the chambers of 14 1st level clerics (acolytes)(AC 9, hp 3, D 1-4, ML 5). They will be in their cells and offer only token resistance to an attack. If trapped, they will use torches as clubs, but each will stay within his cell instead of coming to the aid of his fellows. If strangers enter this area, however, the acolyte in cell **44a** will exit through the secret door in order to warn Xanathon. Note that, if warned, Xanathon will still await the party in his chambers.

45. EXERCISE ROOM.

> This is a large, open room. Four thick wooden columns support the ceiling, and a small closet takes up one corner. The room is bare, but the columns show many gashes and dents.

The marks on the columns have been inflicted during the weapons practice that often goes on in here. The closet contains several wooden benches and a small well. A bucket on a rope and simple winch hang over this well, and sweaty fighters and clerics come here to douse themselves after working out. The water drawn from the well is seawater from the fjord, and thus undrinkable.

46. CRYSTAL ROOM.

> This oddly-shaped room has a door directly opposite the one that was entered. Two large areas to the left and right are not visible because of the small room that the second door seems to enter. Directly to the left and right stands a statue of Cretia, each carved out of some opaque crystalline material.

The two visible statues and their two counterparts which cannot immediately be seen are actually Living Crystal Statues (AC 4, HD 3, hp 15, MV 90', #AT 2, D 1-6/1-6, Save F3, ML 11). They have been commanded to attack anyone who enters the room unescorted by Dervill the Treacherous (the mage who is in room **46b**).

Dervill's chamber is unlocked, and the wizard will hear his statues begin combat in **46a**. He will fling open the door and enter the fray, casting spells at the party while his statues maneuver to prevent the party from reaching him. If hard pressed, Dervill will shut the door and cast his **hold portal** upon it. He will then **teleport** to Xanathon's chamber.

Dervill the Treacherous: 9th level magic user, AC 7, hp 23, MV 120', D 1-4, MV 120', ML 9. He wears a **ring of protection +2** and is armed with a dagger.

Dervill's spells are:

First Level: detect magic; hold portal; magic missile
Second Level: detect invisibility; ESP; web
Third Level: haste; protection from normal missiles; dispel magic
Fourth Level: wizard eye; polymorph other
Fifth Level: teleport

Dervill's favorite offensive spell is the **polymorph other**, with the recipient becoming a toad, salamander, or other loathsome crawling thing. He will also cast **haste** upon the statues, or attempt to use his **web** and **magic missile** spells against the party. In his chamber is a simple pallet upon which he sleeps, a table covered with scrawled notes which, if deciphered, prove to be lists of spell components (buzzard beaks, lizard gizzards, etc.), and a cluttered workbench. Five vials are off to one side of the bench. These contain: **poison**; and potions of **gaseous form; healing; heroism**; and **polymorph self**. The other materials, dishes, and jars contain nothing of value to the players.

47. SUPPLY ROOM.

This door is unlocked.

> This is a crowded room that contains many rows of crates and boxes.

These boxes contain grains, flour, dried beans, salted meat, cheese, tools (hammers, nails, saws, prybars), lard, torches, rope, and several small statues of Cretia.

48. SEAROOM.

> This room is very fancy, with an ornately tiled floor, four slender stone columns, and plush draperies hanging over all the walls except the one by the door. In the center of the room is an oval pool of green seawater. The water surface is still.

The door to this room is unlocked, but the residents of the temple know better than to enter here. Lurking just beneath the water's surface, in a position to observe people who enter the room, is a lesser sea serpent (AC 5, HD 6, hp 28, MV 150', #AT 1, D 2-12, Save F3, ML 8). It has been imprisoned in an undersea cave and is nearly starved, so it will desperately attack anyone who comes within 20' of the edge of the pool. It has no treasure.

49. WET GOODS STORAGE.

> This room contains 20 kegs, all neatly stacked along the walls.

The door to this chamber is locked. Fifteen of the kegs in here contain wine, imported from the Ethangar Khanate and the Emirate of Ylaruam. Most of these kegs are worth 75 gp, but two of them hold very fine wine and are worth 500 gp. The other 5 kegs contain beer, and have been stored here in spite of the ducal decree. They are for local guests whom Xanathon occasionally entertains.

50. LIBRARY AND ARCHIVES.

> In this room are many shelves of musty tomes and volumes. Three tables are in the room, with four chairs at each.

The two doors to this room are locked. The books include many volumes on the history of different Khans of Ethangar, and their bloody conquests. Also included are books about the kingdoms of Vestland and Ostland, and the Jarldom of Soderfjord. If characters spend some time studying the books about the Ethangar Khanate (written, of course, in Ethangarian), they will see that the culture has a history of warlike rulers who embark on wholesale programs of conquest.

The secret door will only be discovered if all of the books are removed from the shelves that hide it. It may be opened by simply lifting the empty shelves to flatten them against the wall.

51. HIGH PRIEST'S ENTRY CHAMBER.

The door to this room is locked.

> In this comfortable room, two low chairs are set around a small table, and a small desk is against the wall. The desk is bare, but there is a bottle of wine and two glasses on the table.

52. XANATHON'S DINING ROOM.

> This is a richly furnished dining room. The table and chairs are of gleaming dark wood, and have been skillfully crafted. Several paintings hang on the walls, depicting waves of grass below awesome mountain peaks. An exquisitely detailed tapestry hangs on the wall by the kitchen, picturing masses of Ethangarian riders storming through the army of some foe, and a crystal chandelier hangs over the table.

The chandelier is worth 1,000 gp; the tapestry is worth 500 gp, and the paintings 500 gp, 300 gp, and 200 gp respectively.

53. KITCHEN.

> This is a clean and well-furnished cooking area. Several wooden counters, brick oven, and a closed pantry will be visible here.

The kitchen is used by the acolytes who prepare Xanathon's elaborate meals. The china and silverware stored here is finely wrought

and very valuable (300 gp and 500 gp, respectively). In addition to the usual dry goods (breads, flours, and grains), the pantry boasts the luxury of an icebox. Stored here among the slowly melting blocks of ice, are slabs of fresh meat, fish fillets, and four bottles of excellent wine. The wine is worth 75 gp per bottle.

54. XANATHON'S CHAMBER.

> This room contains a large bed, a table and chairs, an open closet, a colorful map on one wall, and a large, glass paned window in the middle of the room's west wall. The drop from the window to the ground outside is only 5', and here a narrow strip of shoreline runs along the fjord to the north and south.
>
> The most striking feature in the room is the tall, gaunt, bald man standing in the center. He is clad in a black robe, and holds a gleaming black mace in his hand. He looks rather frail but will laugh mockingly and snarl, "Poor miserable fools!" as he slowly advances.

This, of course, is Xanathon (14th level cleric, AC 9, hp 39, MV 120', #AT 1, D 3-8, ML 12).

Xanathon's spells are:

First Level: cure light wounds; detect good (detect evil reversed**); detect magic; light; resist cold; cause fear (remove fear** reversed**)**

Second Level: find traps; hold person; resist fire; snake charm; silence 15' radius

Third Level: continual light; growth of animals; locate object; curse (remove curse reversed**); striking**

Fourth Level: cure serious wounds; create water; neutralize poison; protection/evil 10' radius; sticks to snakes

Fifth Level: commune; dispel evil; remove quest (quest reversed**); finger of death (raise dead** reversed**)**

As mentioned earlier, Xanathon enjoys a particularly effective kind of protection, thanks to Cretia. His life force has been removed from his body and stored in a brilliant diamond, hidden away in the Shrine of Cretia (see **Scenario 3**). As a result, he is immune to all mind-influencing spells (**sleep, charm,** etc.) as well as all types of damage. Thus normal weapons, magical weapons, and damaging spells (**fireballs, lightning bolts,** etc.) will have no effect on him. The only way to cause him to become vulnerable is to bring the diamond containing his "essence" to within 10' of Xanathon's body.

Of course, the players will know none of this. As they enter the room, they will see Xanathon standing in the center. If Dervill has teleported here, he will be standing behind his master. The map on the wall depicts the trade route over the mountains from Ethangar to Vestland, and next to it is a picture of a cave mouth in the side of a high peak. The map has a red blot on it at the crest of the pass separating the two countries. If it is examined carefully, the blot will be recognized as the face of Cretia.

Xanathon delights in physical combat, and since he cannot be injured, he will close immediately to fight with his **mace +2.** The only spell he will use is **striking**, which he will cast upon his mace, thus causing it to do 4-14 (2d6+2) points of damage at each successful hit. He will wade into the midst of the group, laughing like a maniac, and single out one victim. He will belabor that unfortunate character until he or she is dead, and then choose another victim. He will ignore any attacks upon himself, and weapons that score hits will puncture his skin, but no blood will flow and the "wounds" will close as soon as the weapon is withdrawn.

DM Note: Use **MAP D** for this scenario.

The players may well be puzzled regarding where to proceed from the Temple of Cretia. The DM should allow them to debate among themselves for a time, since the clues have all been furnished in Xanathon's chamber. Of course, a few reminders of exactly what they saw there, and exactly what Xanathon said, may help them to determine that they must seek out the Shrine of Cretia, at the top of the mountain pass between Vestland and the Ethangar Khanate.

Dervill will cower at the far end of the room during this altercation. He will use any spells that he has left to defend himself if any characters come after him. Xanathon will ignore the magic-user, even if Dervill is being killed.

As the characters realize that their weapons are having no effect, Xanathon will laugh even louder. He will pause in his attacks and gloat, "I said you were fools, and now you know that I spoke the truth. You cannot wound me, for my life does not reside in this body you see before you! Rather... and here is a puzzle for your feeble brains...it is deep in the earth and high in the sky at the same time!" His laugh will ring with madness as he once more presses the attack.

At this point, the sensible group will begin to give some thought to escape. The window mentioned earlier is a likely route, as it can easily be broken. The characters can drop safely to the shore outside of the temple, and Xanathon will not pursue them.

If they choose to retreat through the temple however, the High Priest will pursue them mercilessly all the way to the outside doors. He will sneer mockingly at the party in either circumstance, but will not follow them outside of the temple.

The door to room **55** is constructed from the same stone as the rest of the temple walls, and can be found as a normal secret door. The group should not find it, however, during this scenario. It is doubtful, of course, that the battle with Xanathon will provide a character with the opportunity of locating this door in any event. A description of room **55** is included here because the group may use it during **Scenario 4-Duel With the High Priest.**

55. XANATHON'S WORKSHOP.

> This large room is cluttered with many strange and mysterious objects. A large statue of Cretia occupies the center of the chamber, and this statue has a large emerald for each eye. A rack holding many small vials of white powder is set against one wall. Many scrolls of parchment are spread upon a table in a corner of the room, and a littered workbench follows one wall.

Fifteen of the vials on the rack contain nothing but worthless chalk dust. Two of them, however, contain a magical powder which, when thrown in the eyes of a person afflicted with the Curse of Xanathon, will remove the curse.

Most of the scrolls are covered with Xanathon's personal notes and are meaningless to anyone but the High Priest. Three of them, however, are clerical spell scrolls, and contain the following:

Scroll 1. cure serious wounds x2; **cure light wounds** x2
Scroll 2. cure disease; locate object
Scroll 3. commune; raise dead

A workbench is littered with various worthless materials. These are things that Xanathon has used in creating potions and new spells. There are no potions currently in the room, however.

A brass-bound, locked chest is in a corner of the room. It is trapped with 6 spring-fired darts, some of which (roll a d6 to determine how many) will strike a person picking the lock for 1-4 points of damage apiece. Inside the chest are 380 pp, 700 gp, 1,000 ep, and a **wand of trap detection** with 8 charges left.

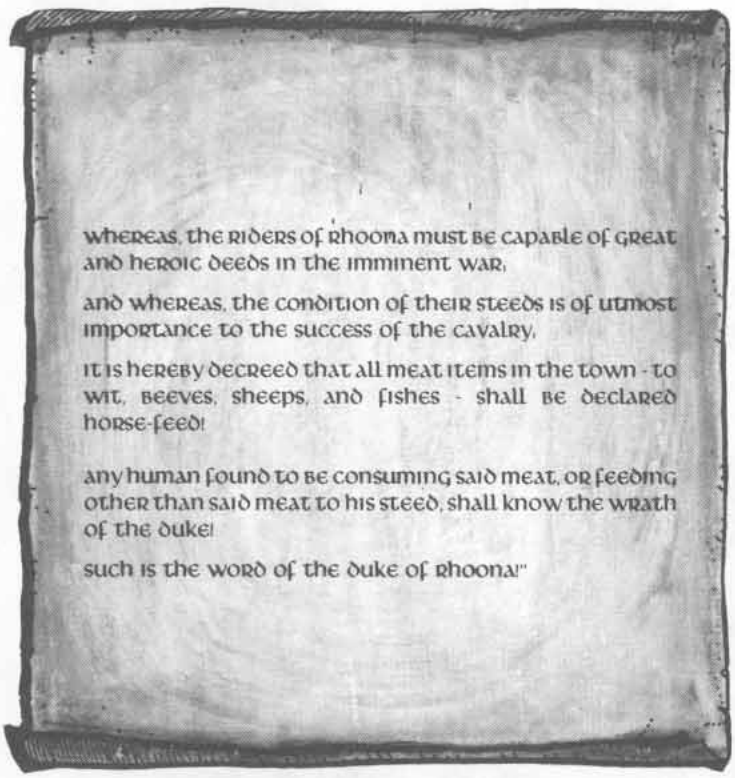
SCENARIO 3:
JOURNEY OF THE SHRINE

As the group passes from the Ethangarian sector back into the rest of the town, they will notice the people they meet seem to be very tense. They may even overhear some folks worrying out loud about when the dwarven army will be arriving. Other concerns that might be expressed - within hearing of the party -include the Duke's state of mind, and the fact that Draco is rumored to be spending all of his time at the Duke's side. No one is enthusiastic about the idea of Draco taking over the government if the Duke should die without an heir. The party may also overhear some rumors, either in the street or at a tavern or inn. One of these suggests that a massive dwarven army is even now camped just over the hills south of Rhoona (false). Another rumor is that the Duke is about to make another decree (true).

Eric of Forsett will be waiting at the inn where he originally met the group, if they wish to seek him out. He knows of the Shrine of Cretia and can give a rough description of how to find it. Since it lies along the only route from Vestland to Ethangar, it is not difficult to follow the trail to the shrine. Once at the summit of the pass, about five days travel from Rhoona, the players will have to locate the exact entrance to the shrine.

If the characters spend a full day in town after their expedition in the temple, they will hear the latest ducal decree. If not, they will have to learn of it from rumors upon their return from the shrine. In any event, with his usual escort the town herald will once again walk the streets, announcing the following:

> "Be it known to all that His Benign Munificense, Duke Stephen Rhoona, has declared the following to be official decree:


WHEREAS, the RIDERS of RHOONA must BE CAPABLE of GREAT AND HEROIC DEEDS IN THE IMMINENT WAR,
AND WHEREAS, the CONDITION of THEIR STEEDS IS of UTMOST IMPORTANCE to the SUCCESS of the CAVALRY,
IT IS HEREBY DECREED that all MEAT ITEMS in the TOWN - to WIT, BEEVES, SHEEPS, AND FISHES - SHALL BE DECLARED HORSE-FEED!
ANY HUMAN FOUND to BE CONSUMING SAID MEAT, OR FEEDING OTHER than SAID MEAT to his STEED, SHALL KNOW the WRATH of the DUKE!
SUCH IS the WORD of the DUKE of RHOONA!"

THE JOURNEY TO THE SHRINE

This trip will take five days of travel time. There is no chance of the group becoming lost if they follow the caravan trail, since many herds of horses and sheep have been brought along the route. The trail is a wide and muddy track.

The journey will begin with the group being ferried across the fjord west of Rhoona. Any number of fishing boats will provide this service, for a cost of 2-12 gp for the entire party. Once across, the trail begins to climb the ridge west of the fjord. After two hours of climbing, the group will reach the top, and from there they will follow the wide, gentle ridgecrest to the west for two days. After this time, the caravan trail will veer from the ridge into a valley leading to the northwest. It follows this valley, climbing gently, for two more days. The fifth and final day of the journey will be spent climbing the steep approach to the pass.

The first four days of travel will be through thick evergreen forests, where the group may walk three abreast. The final day will be spent on an open and rocky slope. The trail on this last day is steep and treacherous, with many switchbacks, where the party must move single file. It is important to keep these specific terrain factors in mind if wandering monsters are encountered. The DM should check for these once each day and each night by rolling a d6. A result of "6" indicates an encounter. Roll another d6 to determine which of these delightful travelling companions is encountered:

HILLS OF VESTLAND
WANDERING MONSTER CHART

DIE ROLL	WANDERING MONSTER	
1.	Hill Giant:	AC 4, HD 8, hp 38, MV 120', #AT 1, D 2-16, Save F8, ML 8.
2.	Trolls:	(2) AC 4, HD 6+3, hp 30, MV 120', #AT 2 claws/1 bite, D 1-6/1-6/1-10, Save F6, ML 10 regenerates 3 hp per round.
3.	Ogres:	(3) AC 5, HD 4+1, hp 18, MV 90', #AT 1, D 1-10, Save F4, ML 10, 850 gp in sack.
4.	Panthers:	(2) AC 4,, HD 4, hp 19, MV 210', #AT 2 claws/1 bite, D 1-4/1-4/1-8, Save F2, ML 8.
5.	Grizzly Bear:	AC 6, HD 5, hp 25, MV 120', #AT 2 claws/1 bite, D 1-4/1-4/1-8, Save F2, ML 8.
6.	Rock Baboons:	(8) AC 6, HD 2, hp 10, MV 120', #AT 1 club/1 bite, D 1-6/1-3, Save F2, ML 8.

The summit of the pass will provide the characters with a magnificent vista. The plains of the Ethangar Khanate are visible, nearly 50 miles away, to the north. Southward, the mighty peaks of Rockhome thrust into the sky. A narrow, jagged, and rocky ridge extends to the right and left of the pass, while the caravan track follows the valley down the far side. Two treacherous trails, perched on a knife edge of broken rock, follow the ridges to the left and right. Travelling along either of these trails must be done in single file.

If the players follow the caravan track northward, they will have no more wandering monster encounters as they hike to the Khanate, which will take them three days. Hopefully, they will realize that this is the wrong route before then. The trails to the east and west each run for one hour of travel time before ending in a cave mouth.

EAST CAVE: This is a yawning black hole in the side of a towering mountain. The cave is 50' wide and 20' tall, extending into the rock for 150'. At the far end, perched atop a pile of glittering coins, is chimera (AC 4, HD 9, hp 48, M 120', #AT 2 claws/3 heads + breath, D 1-3/1-3/2-8/2-8/3-12+3-18 from fire, Save F9, ML 9). One of the chimera's heads will always be awake, so it cannot be surprised. At the sight of intruders, it will roar belligerently. If the party retreats, the monster will not pursue them. If the characters halt or continue to advance, however, it will charge. It has a 50% chance of using its breath weapon.

The chimera rests upon a pile containing 2,000 gp, 5,000 sp, and four beautiful pieces of jewelry, worth 500 gp apiece. Also buried among the coins is a **longsword +2**, with the ability to **charm person** three times per week. The cave ends in the lair of the chimera. If the party has followed the trail to this cave on the same day that they climbed the pass (i.e. immediately after reaching the summit), it will be too dark for them to return along the ridgetop. They must wait until the following morning to investigate the west trail.

KEY TO THE SHRINE OF CRETIA

The trail to the west approaches a small cave mouth in the side of a thin, sharp peak. As the group draws to within 300' of this cave, a manticore (AC 4, HD 6+1, hp 29, MV 120' (flying 180'), #AT 2 claws/1 bite or tail spikes, D 1-4/1-4/2-8 or 1-6 per spike, Save F6, ML 9) will soar from a rocky ledge 100' over the cave mouth. The monster will make four passes over the group, 100' above them, shooting all of its tail spikes. It will then land between the characters and the cave mouth to melee.

Once the group has disposed of the manticore, they will be able to approach and enter the cave. It is smaller than the east cave: 20' wide and 10' high. After 30', it narrows further to a square corridor that is obviously man-made. This corridor is 10' wide and 10' tall. The party may now enter the Shrine of Cretia!

56. ENTRY CHAMBER.

> This large circular room has a statue of the grotesque Cretia in the center. Two greenish gems glitter in the statue's eyesockets. The entire floor of the room is covered with a 12" thick layer of grass.

Each of the gems in the statue's eyesockets is worth 50 gp. The grass on the floor of the chamber has been brought all the way from Ethangar to remind the visitors to the shrine of the waving plains of their homeland.

57(a&b). GRAIN STORAGE.

> The walls of this room are lined with huge bins that take up most of the floor space, allowing only a small area on which the characters may walk.

The door to each of these rooms is unlocked and opens outward. In **57a**, the bins are filled to the ceiling with yellow grain. In **57b**, only a third of the bins have grain in them, and these are only half full.

58. WINE STORAGE.

> In this room, several dozen small casks are stored on a series of racks around the walls.

The door to this room is locked, and the key is held by one of the clerics in **60a**. There are 48 casks in the room, and they all contain a common grade of Ethangarian wine, and are worth 50 gp apiece to anyone amibitious enough to try and transport them to civilization.

59. STILL ROOM.

> This room contains several large tubs, two huge, tightly-lidded vats, and a cluttered workbench. A sickly sweet odor fills the air in here.

The door to this room is locked, and the key is kept by the cleric mentioned above. It is 66% likely that anyone pausing outside the door of the room will notice a strong odor. This is because the room is the fermenting and distilling room for the shrine. The tubs hold squashed grapes, and are the source of the odor; while the vats contain liquid in more advanced stages of fermentation.

On the bench are a number of piles of herbs and some large bottles of liquids, ranging from a thick, blue syrup, to a watery reddish brew. There are 4 small bottles behind the larger ones. The latter contain 1 dose of **healing** potion apiece.

60(a&b). CLERICS' QUARTERS.

> These rooms are very simply furnished. Two beds, a desk, two chairs, and a small, worthless statue of Cretia are the only visible features, aside from the two humans in plate mail that are charging the opened door with up-raised maces and yelling in a bloodthirsty manner.

Both rooms **60a** and **60b** are the residences of two 5th level clerics (AC 2, hp 20, MV 60', D 1-6, ML 10, AL C). Because one the clerics had a dream warning him of a battle, they are fully armed and armored. They wear plate mail and carry shields and maces. One of the clerics in **60a** carries a ring of keys and a **mace +1 vs. lawful creatures; -1 vs. chaotic.** Of course, he does 2-7 points of damage per hit.

Each of the clerics has the following spells available:

First Level: cause light wounds (cure light wounds reversed**); cause fear (remove fear** reversed**)**

Second Level: blight (bless reversed**); hold person**

Under the mattress of one of the beds in **60a** is a clerical scroll with a **speak with animals** spell. None of the clerics has any money.

61. PORTCULLIS TRAP.

The secret doors from **60b** and the corridor open into a tiny winch-room, which contains the mechanism for raising the portcullis after it has trapped a victim. The trap is sprung if anyone attempts to open the false door at the end of the corridor. The "door" will pull easily away from the wall, but cold stone is all that lies beyond.

> The door opens easily. The leading characters see a solid stone wall behind it, and the entire party hears a resounding clang as a sturdy portcullis crashes to the floor behind them.

The portcullis will crash down the instant that the door is moved. Anyone standing directly under it (in the DM's judgement) must save vs. Dexterity (i.e. roll his or her dexterity or less on a d20) or be struck by the falling bars for 2-12 points of damage, and become pinned under the apparatus. If a character succeeds in avoiding the trap, roll a d6. A result of 1-3 indicates that they end up inside the trap, while a 4-6 means that they have escaped. Of course, anyone between the portcullis and the false door is trapped.

The bars may be lifted automatically with a combined strength of 44, but only three people may attempt this from any one side of the portcullis. Thus, if two people are caught in the trap and four are out in the corridor, both of the former but only three of the latter could attempt to raise it. A person trapped under the portcullis may not participate in the raising attempt.

62(a-c). FIGHTERS' QUARTERS.

These three rooms are the residences of the small garrison of fighters that lives in the shrine. These fighters have been warned of the cleric's dream, and so are also prepared for battle. Each of their doors has been crudely blocked by a chair, and must be opened as if stuck. One round after any of the doors is smashed, the fighters from the other two rooms will rush to investigate. The morale of all of the fighters is equal to that of the highest level fighter that is still alive.

62a.

> The only furnishings in this room are 6 bunks, 6 chairs, and a table.

This chamber is garrisoned by 6 1st level fighters (AC 4, hp 4, MV 60', D 1-8, ML 8). The fighters are armed with longswords, and protected by chain mail armor and shields. On the table in this room are a set of crude bone dice, 21 gp, 24 ep, and 56 sp.

62b.

> This room is furnished exactly as **62a**.

In this room may be found 6 2nd level fighters (AC 4, hp 4, MV 60', D 1-8, ML 8). The fighters are armed with longswords, and protected by chain mail armor and shields. On the table in this room are a set of crude bone dice, 21 gp, 24 ep, and 56 sp.

62c.

> This room contains three beds, a table, and three comfortable chairs.

The garrison of this room is three 4th level fighters (AC 2 (or 1), hp 20, MV 60', D 1-8, ML 11). These stalwart warriors wear plate mail and carry shields and longswords. One of them has a **shield +1**. They were passing the time by gambling, and have dice and coins spread across the table. The total is 97 gp, 105 ep, and 120 sp. Hidden beneath one of the mattresses is a pouch containing 5 100 gp gems.

63. EMPTY ROOM.

This room is completely empty.

64. ILLUSION TRAP.

This circular room surrounds a huge, shining golden statue of Cretia. Two fist-sized emeralds glitter from its eyes. A circular rug, 30' in diameter, surrounds the statue. The rug seems to be made of silk, and has been woven with a mosaic pattern in reds, golds, and black. A ring of the stone floor, 10' wide, circles the outer wall of the room.

In reality, both the rug and the statue are illusions. They conceal a gaping pit that drops 30' to a prison cell in the second level. Any character falling into it will take 3d6 of damage (3-18 points). Since the illusion has been created by the god, Cretia, no saving throw is allowed characters viewing it (i.e. they are always fooled). The first touch will dispel the illusion, however, so if a character prods the rug with a sword or spear, the trap will be revealed for what it is.

65. CORRIDOR OF ETERNAL RETURNS.

The purpose of this corridor is to prevent the uninitiated (or uninvited!) from discovering the entrance to the second level. Its function is to cause any individual or group who enters the corridor to return the way they came, without knowing that their bearings have been reversed.

Since this system has been rigged with a **teleport** spell by Cretia, no saving throws are allowed. As soon as a person or group comes around the corner at **65a**, heading south, they are immediately **teleported** to the corner at **65b**, heading north. They will have no knowledge of the teleportation; in other words, they will believe that they are still moving southward, approaching a right angle to the east.

In order to reach the second level, a group must pass the corner at **65a**, where of course they will be **teleported**. After this, they must reverse their direction somewhere in the corridor between **65a** and **64b**. They may then proceed around the corner at **65b** and walk down the stairs.

It is quite likely that the party will not discover this effect the first time through the level, and will proceed merrily out of the corridor, convinced that they are mapping a whole new section of the first level. As things start to seem familiar, the DM is advised to let the group try to figure out what has happened through inferences rather than direct statements. For example: The DM shouldn't say, "This is the wine storage room, again." He or she should simply describe it and let the group draw their own conclusions. The DM should only give broad clues if the group is becoming frustrated or bored.

66. HALL OF STATUES.

This room is lined along two walls with a series of 10' tall statues of an Ethangarian warrior. The heads of the statues reach the ceiling, and they do in fact serve as columns. The statues are plain, unadorned granite.

67. DEN OF ZOMBIES.

Twenty raised stone platforms line the walls of this room, 10 to either side. Upon each platform lies a moldering corpse.

These corpses have been placed here by Xanathon himself. He has used a potent spell with the aid of his chaotic god to affect them, and all 20 of these will become animated if a living creature enters the room. (Zombies: AC 8, HD 2, hp 9, MV 120', #AT 1, D 1-8, Save F1, ML 12). They will attack and pursue the party until they have all been **turned** by a cleric or destroyed.

68. CAVES OF THE CARRION CRAWLERS.

This is a dingy network of damp stone caverns. Water drips and trickles down the walls, and shiny patches of green moss are visible in many places.

This area is the lair of 3 carrion crawlers (AC 7, HD 3+1, hp 14, MV 120', #AT 8 tentacles, D paralysis, Save F2, ML 9). Two of these loathsome creatures dwell in **68d**, and one will be in **68c**. They will sense living creatures as soon as the party draws even with rooms **68b** and **68d**, and will immediately rush forward to attack. Each of the chambers in this area is filled with moldering skeletons. A very close examination of these bones is 50% likely to reveal them as human and dwarf remains. There is nothing of value in any of the caves.

69. LARGE CAVE.

This is a large, apparently empty cave. Much moisture is present here, dripping down the walls and collecting in shallow pools on the floor.

This area is unremarkable except for the alcove **(69a)**, in which is a well. An axle, rope, and bucket are suspended above the well, and the water level is 20' below the floor. The water is cold, clear, and refreshing.

70. MUMMY'S TOMB.

There is a large stone door blocking access to this room. It is stuck, and because it is so heavy, it opens at -1, compared to a normal "open doors" roll.

This cavern is very large, and has a coating of dust on the floor about 1" thick. At the far end is a large block of stone.

The block of stone is actually the tomb of a mummy (AC 3, HD 5+1, MV 60', #AT 1, D 1-12 + disease, Save F5, ML 12).

The mummy will sense a disturbance if the door to the cave is opened, and will slowly awaken. Two rounds after the door has been forced, it will push the cap off of its tomb and sit up. One round later, it will climb out of the tomb and begin to approach the intruders.

The inside of the tomb is lined with gold and jewels. The mummy is resting upon a "bed" of 2,000 gp, and 50 25 gp gems are set into the sides of the crypt. Buried in the gold coins is a **wand of fireballs**, with 6 charges left.

71. ALTAR OF CRETIA.

This large, irregularly-shaped room has three statues in it; one in each of the alcoves at the southern end. The statue in the middle bears the hideous likeness of Cretia, while those to the sides are smaller, and bear horns, claws, and wings.

The two small statues are actually gargoyles (AC 5, HD 4, hp 17, MV 90', #AT 2 claw/1 bite/1 horn, D 1-3/1-3/1-6/1-4, Save F8, ML 11, can only be hit by magical weapons). The gargoyles will wait until the party has advanced well into the room before breaking their stance of immobility. If the party does not enter the room, however, the gargoyles will wait until they have passed the entrance and then pursue and attack.

72. HALL OF THE STONE COLUMNS.

This room is much like the room at the foot of the stairway descending from the shrine's first level **(66)**. It is lined with 10' tall statues of warriors which serve as columns to support the ceiling.

73(a&b). OGRES' DEN.

These two rooms are the prison cells of 6 ogres that have been captured by the Ethangarians. Each room has a stout wooden door, barred on the outside. At present, 1 ogre will be in **73a** and the other five are in **73b**.

A short hallway leads into a small, square room. A couple of shabby wooden benches are visible, along with a pallet of straw on the floor. Suddenly, a bellow of rage is heard!

The ogres (AC 5, HD 4+11, hp 19, MV 90', #AT 1, D 1-10, Save F4, ML 10) will attack using wooden clubs that have been broken off from chair and table legs. They will fight savagely if either of the doors is opened, for they desperately want to escape this place. They have no treasure here.

74. PRISON CELL.

This room has a metal door in each wall. Each door is not only locked, but held with two metal bars on the outside.

> This large, square room has a metal door set into the middle of each side. A circular hole about 30' in diameter leads upward from the middle of the ceiling into the darkness above. The ceiling is 15' above the floor.

The overhang around the trap (see room **64**) is such that a thief will not be able to climb the walls and escape. In fact, unless characters can fly or levitate, escape is virtually impossible without outside aid.

75. LAIR OF THE HYPNOSNAKE.

> As the party advances around a corner to the right, a snake-like horror slithers into the hall immediately before them. Its eyes seem to whirl in a hypnotic pattern and the characters in the front rank can feel themselves getting dizzy.

This alcove off of the corridor is the lair of the hypnosnake. **(For more details, see New Monster Section on Page 30).** This giant reptile will slither forward as soon as it becomes aware of movement in the corridor. It will enter the corridor at the same time as the party draws even with the entrance to its alcove.

The hypnosnake will immediately stare into the eyes of the nearest character, causing him or her to save vs. Paralysis or fall asleep. If the party attacks, the hypnosnake will curl its tail around to slash while it attempts to make eye contact with another player. It will continue to attack with tail and gaze until killed or the party flees, unless the characters attempt to fight it without looking at it. In this case, it will use its bite and tail for combat.

If the characters flee, leaving any of their number asleep on the floor, the hypnosnake will immediately begin to devour one of the sleeping individuals. This will take six rounds, and the snake will do 1-6 points of damage per round of the sleeping individual that it is swallowing. Once swallowed, the unfortunate character will continue to take 1-6 points of damage per round until dead. After six hours, the body will be digested and unrecoverable.

The hypnosnake has a very efficient digestive system, and manages to consume virtually everything that it swallows. Several of its previous victims were very well-armed and carrying much wealth and many magic items, but because of the highly corrosive acids inside the snake, even the gold and jewels have been consumed. One item has escaped the snake's maw, however, and has rolled into the south end of the alcove where it lies in the shadows. This is a **mace +2, +4 vs. undead**.

76. HAUNTED CHAMBER.

The door to this chamber is stuck.

> As the door is forced, the party is immediately assailed by a terrible wailing, as if a thousand souls are crying in eternal torment.

Characters must save vs. **Fear**, or they will refuse to enter the room for 1-4 turns. If at least one member of the party makes a saving throw, however, that person will eventually be able to persuade his comrades to advance. If all characters fail their saves, then two hours must pass before they may try again. The wailing is otherwise quite harmless.

SCENARIO 4

DUEL WITH THE HIGH PRIEST

The objective of this scenario is to obtain the antidote for the curse from Xanathon. Obviously, the fact that the party has captured his "life force" in the form of the diamond will have to be communicated to him, and then a meeting between the High Priest and the party will have to take place. The group may make another foray into the Temple of Cretia for this meeting, or they may attempt to arrange a meeting with Xanathon at an outside location.

77. WIGHT'S CHAMBER.

> As the door is opened, a hideous figure lurches out of the darkness. It seems to be surrounded by an aura of icy cold as it reaches forward with a claw-like hand.

This horrible undead monster (AC 5, HD 3, hp 15, MV 90', #AT 1, D drain 1 level, Save F3, M12, silver or magical weapons needed to hit) will lurk behind the door to this chamber when it is alerted by the wailing in room **76**. It will attack as soon as the door to its room is opened, fighting until destroyed or turned.

78. SPECTRE'S VAULT.

> This chamber is lit with a pulsating, eerie light that seems to be emanating from a giant gem. The gem is on a chain looped over a huge stone throne, and seated in this throne is a shadowy image of pure evil. It rises with with menacing slowness...

This creature is a spectre (AC 2, HD 6, hp 27, MV 150', #AT 1 special, D 1-8 drain 2 levels, Save F6, ML 11, magical weapons needed to hit). Suddenly, it will hurl itself at the party to do battle. It will fight until it is destroyed.

The spectre's vault is filled with riches. Many coins lie along the sides of the chamber, and several leather items and bottles are also visible. The treasure equals 210 pp, 1,500 gp, 13,000 sp, gems worth 500 gp, 100 gp (x3), 50 gp (x7), and 10 gp (x15), a **bag of holding**, a pair of **elven boots**, a **ring of spell turning** with 3 charges left, and potions of **speed** and **flying**.

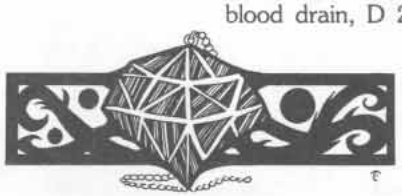
Draped on a thin golden chain over the throne is a huge diamond that seems to pulse with an evil light. If a character stares at the jewel for several rounds, he will begin to feel vaguely dizzy and confused. The effect disappears when the person no longer looks at the diamond, but it may prove rather frightening. However, the effect is harmless. Contained in this diamond is Xanathon's "essence." It is quite indestructable in its present form, but if the diamond is taken back to Rhoona and brought near to the High Priest of Cretia, it will render Xanathon as mortal as any other man!

RETURN TO RHOONA

The return trip to the town is simply a repeat of the five day trek to the shrine. Wandering monster checks can be made in the same fashion. If, however, the group has been sorely damaged by the expedition to the shrine, the DM may wish to forego any encounters on this leg of the journey. If some encounters are desired, the list at the beginning of **Scenario 3** may be used. In case many of those monsters have been killed, several more wandering monsters are included here to be substituted as the DM wishes:

ADDITIONAL HILLS OF VESTLAND WANDERING MONSTERS

DIE ROLL	WANDERING MONSTER	
1.	Owl Bears:	(2) AC 5, HD 5, hp 24, MV 120', #AT 2 claw/1 bite, D 1-8, Save F3, ML 9.
2.	Dire Wolves:	(3) AC 6, HD 4+1, hp 19, MV 150', #AT 1, D 2-8, Save F2, ML 8.
3.	Giant Weasels:	(2) AC 7, HD 4+4, hp 22, MV 150', #AT 1 + blood drain, D 2-8, Save F3, ML 8.



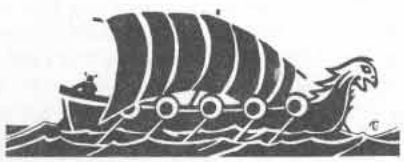
As the party returns to Rhoona, they will find the community in an uproar. Only the DM knows exactly how long it will be before the dwarven army arrives, but the population fears that it will be soon. The Duke has not been heard from since the decree announcing that horses must eat meat, and Draco has not been seen for quite awhile either. These two facts are common knowledge in the town, but obviously the characters will have to inquire of someone to learn of occurrences (or lack thereof) while they were gone.

Most of the few horses in the town will be looking very weak, as a result of having no digestible food. It must be assumed that those horses that look healthy have been fed grain on the sly. The characters might recall seeing the orders for a mustering of a large militia, but they do not know that Draco has cancelled this directive. He is planning to step into the Duke's shoes when the dwarven attack becomes imminent, negotiate a peace, and thus become a hero.

As usual, Eric of Forsett may be found in the tavern where the adventure began. He will react with obvious relief if he sees that the party has returned safely from the shrine. He does not know the specific workings of the spell that keeps Xanathon's life force stored in the indestructible diamond, but he has some theories that he will discuss with the group.

He will suspect that Xanathon's invulnerability depends upon the jewel being kept far away from his person. His advice will be to use the jewel as a bargaining agent to get Xanathon to revoke the curse. He will urge that Xanathon be prevented from regaining possession of the jewel. Remember that Cretia and Forsetta are in direct opposition of alignment, and that Eric would like to see the Temple of Cretia destroyed. Eric will also caution the group that Xanathon is not to be trusted.

If the party elects to meet Xanathon outside of the temple, they must select a location and communicate this to the High Priest. A written message delivered to a cleric or fighter in the temple will be certain to reach Xanathon. If the message is given to any other Ethangarian, a fee of 10-40 gp will be asked, and the message has a 50% chance of being delivered. Xanathon will only respond if he is convinced that the party has indeed captured the diamond. He may be convinced if a slightly detailed account of where the gem was found is included in the note.



Assuming that the characters have survived the adventure thus far, and successfully completed their objectives in the first four scenarios, they have merely to find the Duke and throw the powder in his eyes to free him from the curse. The logical place to do this, of course, is the Ducal Palace.

DM Note: It is not necessary for all the powder to be thrown in the Duke's eyes to remove the curse. Therefore, if the players elect to sprinkle the powder over the Duke (or some such similar action), the curse would be removed if even only a little of the antidote got into his eyes.

KEY TO THE DUCAL PALACE

DM Note: Use **MAP E** for this scenario.

This huge stone structure is surrounded by an unfinished stone wall, 20' in height. Eight squat towers, 30' high, have been completed, but they are unguarded. A huge pool, with a line of eight fountains down the center, dominates the south side of the palace, and a look at it will explain why the Duke ordered taxes to be paid in beer. Each fountain spouts a stream of the foaming brew! A wide porch is indented into the front of the palace. The whole place appears deserted.

Assuming that Xanathon realizes that the group does indeed possess his life force, the High Priest will show up for the meeting, alone. He will bring two vials with him in a small sack: one vial containing worthless chalk dust and the other the identical white powder that is actually the antidote for the curse. He will first attempt to bargain with the dust, trying to arrange an exchange for the jewel. If the group is shrewd enough to use a **detect magic** or **commune** spell, this ruse will be easily detected. Only if this first attempt fails will he offer the genuine antidote.

If the diamond is dangled from its chain within 10' of the High Priest, it will tend to pull toward him. Whenever the gem is this close to him, Xanathon can be wounded. At the first successful hit upon the cleric, no damage will be done, but the light will blink out of the diamond and the stone becomes a mere 2,000 gp gem. Now Xanathon may be struck and damaged as any other cleric, and if melee begins he will fight with every spell available to him (see **Scenario 2**), as well as his **mace +2**.

If the group decides to seek the High Priest out in his temple, they will find that a few changes have been made since they last visited it. Any clerics and the magic-user that might have been killed by the group will not have been replaced, but rooms **38a, 38b**, and **39a-d** will all have been regarrisoned with four 1st level fighters per room (24 total, AC 4, hp 5, MV 60', D 1-8, ML 9). Whichever secret door the party used to gain access to Xanathon's chambers will have been bricked and mortared shut.

As in an outside meeting, if the group attempts to negotiate with Xanathon for the antidote, he will offer worthless dust first, and only come across with the true antidote if he sees no other way to regain his jewel. If it is at all possible, he will endeavor to prevent the group from seeing the secret door to room **55**, which he will have to use to get the antidote. He will try to accomplish this by holding the meeting in the dining room.

Because of his vulnerability when the jewel is near him, Xanathon will attempt to negotiate his way out of this confrontation, and will only fight if absolutely pressed. If he somehow escapes the party's wrath after the exchange has been made, he will dispatch 12 1st level fighters within the hour to carry the jewel back to Ethangar. As soon as the diamond is safely out of the city, he will attempt to find the group and slay them all. If this battle should take place, he will use spells and weapons as ruthlessly as possible.

SCENARIO 5
TO THE RESCUE!

79. PORCH.

> This wide area is shaded by an overhang of the second floor, supported by ten massive columns. The doors to the entry room are a pair of huge, wooden slabs, carved with a skillfully wrought image of the Rhoonian crest: a longship, sail spread wide and running before a stiff breeze.

The doors to the palace are locked, but not barred. At either side of the porch is a secret door leading to a guardroom. Although the party has seen no one on the palace grounds, the guards will have been watching their approach through narrow slits in the stone wall, and have prepared an ambush. When all of the characters are on the porch, or if any one character tries to open the front doors, both of these secret doors will fly open and the guards will leap to the attack.

From room 82 come 6 1st level guards (AC 6, hp 5, D 1-8, MV 9" ML 10) and two 3rd level sergeants-at-arms (AC 6, hp 16, D 1-8, MV 90,' ML 10). Three of the 1st level fighters are armed with crossbows as well as shortswords, and move off of the porch to attempt to shoot at the party. From room 87 come 4 1st level guards. 2 3rd level ser-

geants, and a 5th level officer (AC 4, hp 28, D 1-8, ML 12). Three of these 1st level fighters are also armed with crossbows, and will move down to get clear shots. The rest of the fighters will attempt to melee with their long and short swords. None of the fighters carries any treasures.

80. DUCAL ENTRY ROOM.

> This huge room is bare, except for eight stone columns and dozens of tapestries portraying seafaring scenes. All of the walls of the room, except the front door and two side doorways, are covered by these hangings, and many different situations (battles, clear sailing, stormy weather) are depicted.

The tapestries are quite valuable, but *of course no lawful character would even consider stealing from the legally appointed Duke.* (Although, perhaps the DM may have to gently inform them that they would never think of it!)

81. BALLROOM.

> This large area has a ceiling that extends upward for 30', instead of the usual 15'. The columns here are the same finely crafted but simple supports that were found on the porch and in the entry room. A curtained alcove extends slightly over the floor of the ballroom from the second floor.

The alcove is the area in which musicians played during the elegant balls that the Duke used to hold. The ballroom is currently empty.

82. GUARDROOM.

> This simple room is bare, except for some plain wooden benches along the walls. A ladder leads to a trapdoor in the ceiling.

Since several iron bars have been used to bolt the trapdoor from above, it will be virtually impossible to break open from below. The trapdoor is made of thick wooden planks, banded with iron, and may only be destroyed by a **disintegrate** spell.

83. STORAGE ROOM.

> This chamber is stacked high with long wooden tables and expensive, straight-backed chairs.

There are 20 tables and 200 chairs in the room. This is the furniture that is used in the ballroom for the Duke's formal dinner parties.

84. KITCHEN.

> This huge cooking area contains many ovens, several large tables, some cupboards, a large pantry, and several chests.

The chests are locked, and hold 100 place settings of fine china and silver, as well as some ornate serving dishes. The value of these items totals 5,000 gp. The cupboards hold all manner of pots, pans, and utensils; while in the pantry are many loaves of reasonably fresh bread and cheese, bins of grain and butter, and an icebox containing fresh beef, mutton, milk, and fish.

85. HALLWAY.

> This wide passageway has two closed doors leading off it, and a wide stairway leading to the second floor. A suit of plate mail and a pair of crossed swords hang to either side of one of the doors.

The plate mail and swords are non-magical. Both of the doors in the hallway are unlocked.

86(a-h). SERVANTS' QUARTERS.

> This long hallway has seven doors on the right hand wall, and one to the left. At the far end it turns to the right.

The eight rooms in this area are the quarters for the palace servants. Rooms **a-d** are occupied by 1 married couple in each room. Room **e** is the quarters of the butler and chief servant, a bachelor, while rooms **f** and **g** are the quarters of the unmarried male and female servants, respectively. Room **h** is the dining area for all of the servants, and has a tiny cooking area attached.

As they will be certain to notice combat on the front porch, all of the servants will have taken refuge in room **86h** if such a fight has occurred. Four of the young men have armed themselves with kitchen knives and pitchforks, but will only fight if it appears that the intruders are planning to slaughter the servants. (There are 16 of them in the room.) The young men will fight at 0 level, (AC 9, hp 4, D 1-4). Their morale level will be 12 if they are fighting for their lives.

If the servants are approached in a friendly manner, they will be willing to answer a few questions. As a group, they are very loyal to the Duke, but none of them will have seen their leader in over a month. Since they universally hate Draco Stormsailer, and they suspect him of treachery, they will not hesitate to inform on him.

They know that Draco and at least one of his henchmen is upstairs with the Duke. All food and drink that is sent to the Duke has been given to Draco, who presumably passes it on to him. None of the servants can confirm that Stephen Rhoona is alive, however. They do hear some strange noises coming from his quarters at odd times, but these noises are more like animal sounds than human.

The servants' bedrooms are simply furnished, containing only beds, plain wooden chairs, and unlocked chests with a few ragged garments in them. Rooms **a-e** have one bed, room **f** has two, and room **g** has four.

87. GUARDROOM.

> This room is much like the other guardroom **(room 82)**, containing only some simple wooden benches and the door to the corridor.

The secret trapdoor to the porch may be opened by pushing outward on it. It is a one-way door, however, and cannot be used to gain access to the palace from the outside.

88. SITTING ROOM.

> This room is decorated with several tapestries showing rustic farm and hill scenes. Four stone columns support the ceiling, and eight soft chairs and a couch are set in the corners of the room. Three low tables are also in here, one next to each of the sitting areas. A thick carpet covers the floor.

The door leading into the museum (room **89**) is locked, as is the door to the training room (**90**).

89. DUCAL MUSEUM.

> In this elegant chamber, three neat rows of slender columns dominate the center of the room. Along the walls are a series of glass-topped trophy cases, displaying treasures and unique items from around the world.

The glass cases are divided into 12 separate areas. Each of these is trapped with poison gas that will be released if the glass is broken or the lock picked without a proper key.

If a thief rolls successfully to "find traps," he will learn that the trap exists, but will still be unable to remove it, since it is inside the case. If the poison gas is released, all characters within 10' of the case must save vs. Poison or die. Characters between 10' and 20' away must also save, but will get a bonus of 4 added to their saving throws. The gas will diffuse in 2-12 rounds.

The cases contain a number a different items, all of excellent quality. Candlesticks of gold and platinum, rugs, goblets, tapestries, jeweled daggers, unusual farming and seafaring tools, weird bottles, and rare coins are all attractively arrayed in the displays. The total worth of the objects is 30,000 gp, *but, of course, lawful characters will not disturb the treasures.* If a neutral thief should happen to lag behind, breaking the cases when the rest of the party has left, the poison gas might make him regret his greed....

90. TRAINING ROOM.

> Within this room is a collection of whips, straps, and chains; all neatly stacked on two wall racks.

The Duke used these tools in his hobby of displacer beast training, but there is no clue in the room to suggest that they are not torture devices to be used on prisoners. The secret door will be discovered on the usual roll. Neither the regular door nor the secret one into room **91** is locked.

91. DISPLACER BEASTS' CAGE.

> This room is divided by a series of iron bars into a small and a large area. In the large area are two giant panther-like creatures that advance, snarling, as soon as the door is opened. A pair of long tentacles grows from the shoulders of each of these creatures.

The obvious door represents the Duke's idea of a practical joke, since anyone who passes through it will find himself in the cage with the 2 displacer beasts (AC 4, HD 6, MV 150', AT 2 tentacles, D 2-8/2-8, Save F6, ML 8, attacking creatures must subtract 2 from all "to hit" rolls).

The monsters are hungry and angry, so they will attack any creature that they can reach. If characters go through the secret door and stay close to the wall, the displacer beasts will not be able to reach them. The door to the cage is held with a simple latch that anyone who wishes to may open (no roll necessary).

92. UPPER HALLWAY.

> This wide hallway gives access to most of the second floor. Four slender columns stand at the corners of the opening of the stairway from the first level.

93. DUCAL LIBRARY.

> Several tables and chairs are placed about this room, and the walls are lined with bookshelves. A soft carpet is on the floor, and the atmosphere is one of plush luxury mixed with homey comfort.

This library contains more books than could be found throughout the rest of Rhoona. The Duke's family has collected the precious volumes from all over the world, although - unlike Draco Stormsailer - the Dukes of Rhoona usually paid in coin or goods for the items that they brought back from their expeditions.

The Duke used to enjoy reading and would often spend hours here. The books on the shelves include histories and geographies of the lands throughout the southeastern portion of the continent, manuals describing the techniques of all of the crafts practiced in Rhoona of the line of Rhoona and the kingdom of Vestland, studies of all of the different races, and many other volumes that at one time or another caught the fancy of the Duke of Rhoona.

94. PRACTICE ROOM.

> This is a large, nearly empty room. Four unadorned stone columns support the ceiling, and these show signs of chipping and hacking.

The room was used by the Duke and his officers for weapons and hand-to-hand combat practice. It has not been used for several months, and a thin coat of dust is on the floor.

95. DUCAL WEAPONS ROOM.

> A rack at one end of this room holds six rather battered swords, two hand axes, and four dented shields. At the opposite end of the room is a locked, glass-topped case similar to those in the museum.

The rack holds the weapons that were used for practice by the Duke and his guests. The display case is trapped with enough poison gas to fill the entire room. If the trap is sprung, all characters present must make a save vs. Poison or die. Even if a thief picks the lock, the gas will be released, since only the proper key will open the case safely. The key is currently stuffed into the mattress of the Duke's bed. The gas will linger in the room for 2-12 rounds.

In this display case are the ancestral weapons and armor of the Duke of Rhoona. A glistening silver suit of **plate mail +2**, and a **shield +2**, which bears the Rhoonian crest are stretched across a thick cushion of blue velvet. Laid across this potent protection is the ducal **long-sword +3**. This magnificent weapon is known as "Justifier," and has the special purpose of defeating chaos. A successful hit with the sword upon a chaotic opponent will paralyze that opponent unless the victim saves vs. Spells. Furthermore, in the hands of a creature of chaotic alignment, the sword functions as a **cursed sword -3**!

Although the DM will no doubt have reminded the players that lawful characters would never steal from their leader, the temptation of some of these powerful items may prove irresistible for some players. The DM should **immediately** change the alignment of any lawful characters who steal from the Duke to chaotic.

96. LADIES' WITHDRAWING ROOM.

> In this small sitting room, several pleasantly soft chairs and some small tables are placed tastefully about the room. Two tapestries, both depicting peaceful woodland scenes, decorate the walls. An elegant crystal chandelier hangs in the center of the room.

This is the room where the Duke's lady entertained female guests while the Duke attended to matters of state or war. A thin layer of dust will be visible if the room is scrutinized, since it hasn't been used for a few months.

97. DRESSING ROOM.

> This room contains a large wall-mirror, a delicate vanity table set against the wall and a small, dainty chair. A long wardrobe rack formerly held dozens of elegant evening gowns, but it has been tipped over and the gowns now lie on the floor in unkempt heaps.

98. BATHING ROOM.

> This chamber has a tiled floor throughout and a huge ceramic tub at one end. Several racks line the walls, and some of these have thick towels hanging from them.

99. MISTRESS' BOUDOIR.

> This room is lavishly decorated. Several snow white bear-skin rugs are placed about the floor, and a huge, feathery soft bed is against the south wall. The covers of the bed are messy, and one of the quilts has been dragged across the floor. A small writing table, a straight-backed chair at the table, and two low armchairs are the only other items of furniture in the room.

This was formerly the bedroom of Lady Merete Hollowan, the Duke's consort. The lady met a rather unpleasant fate at the hands of Draco Stormsailer after the curse was placed upon the Duke. She is now residing at the bottom of the fjord. If the quilt on the floor is examined carefully, bloodstains will be visible on the bottom.

The secret door leading to Draco's room can be discovered with the usual roll. A hidden catch at the edge of the door needs to be pushed in order to release it. If released, the door swings silently open to allow access to the ducal chamber.

100. MINSTRELS' QUARTERS.

> This chamber contains only four beds, four straight chairs, and six music stands.

This room used to be the practice and sleeping area for the four musicians that the Duke kept in the palace. As with Lady Merete, their presence was no longer desired after the Duke became cursed. They may also be found at the bottom of the fjord. All of the minstrels' belongings have been removed, although a smashed lute lies under one of the beds.

101. MINSTRELS' GALLERY.

This curtained room projects slightly over the ballroom below. Four straight-backed chairs and four music stands are the only things to be seen in here now.

102. PRIVATE DINING ROOM.

Three gorgeous crystal chandeliers hang from the ceiling in this room. A beautiful, dark wood table, polished to a mirror-like sheen, occupies the center of the room, and twelve chairs are placed around it. Four stone columns, one near each corner, support the ceiling.

The Duke used this room to entertain small groups of intimate friends at informal dinner parties. The door to room **103** is locked.

103. DUCAL SITTING ROOM.

This comfortably furnished room is the height of royal luxury. A dozen soft chairs are placed around the room, and a small gaming table with four chairs is in the middle. A plush carpet covers the floor, and three chandeliers hang from the ceiling. An ornate tapestry hangs across one wall of the room, depicting an earlier Duke of Rhoona's victory over a tribe of hill giants many years ago. The bards still sing of that Duke's victory.

Behind the tapestry is a secret door leading to the ducal treasure room. If the tapestry is moved, the door must still be discovered with the usual rolls to detect a secret door. If the tapestry is not moved, there is no chance of finding the door. The door may be opened by rotating the middle chandelier clockwise through three full revolutions. The door is a solid stone slab, engineered by the most skilled dwarven stonemasons available, so it cannot be smashed open.

104. DUCAL TREASURY.

This secret room contains five large chests, each secured with a sturdy lock.

The contents of the chests are the proceeds of the taxes and plunder that the Dukes of Rhoona have acquired throughout the past century. Fortunately, Draco does not know of its existence, or little of value would still remain here. As it now stands, however, the treasure chests will again prove a temptation to a lawful character's alignment.

All of the chests are locked, but none are trapped, since the Duke considered the treasure room virtually invulnerable. The contents of the chests have been neatly organized, one type of treasure per chest, as follows:

Chest 1 - 9,080 gp
Chest 2 - 12,350 sp
Chest 3 - 4,610 pp
Chest 4 - 11,850 ep
Chest 5 - 1000 gems, total worth 40,000 gp

105. DUCAL DRESSING ROOM.

As the group approaches the door, it is bashed open from the other side. Before any of the characters can react a huge, bull-like figure of a man charges into the room, bellowing a battle cry. His black beard is parted by a wicked slash of a mouth, and an evil gleam is in his eyes. As he charges the party with upraised sword, a scarlet "D" can be seen emblazoned on his chain mail!

Draco and his two henchmen have been planning an ambush ever since the guards informed them that the party was approaching the palace. The attack on the porch was simply a delaying action.

These are the statistics for Draco and his henchmen:

Draco: 14th level fighter, AC 2, hp 75, MV 60', D 4-11 (1d8+3), ML 12, chain mail, **shield +2**, and **longsword +1**, strength bonus of 2.

Captain: 9th level fighter, AC 0, hp 50, MV 60', D 3-10 (1d8+2), ML 12, **plate mail +2**, shield, and longsword, strength bonus of 2.

Lieutenant: 6th level fighter, AC 2, hp 30, MV 60', D 2-9 (1d8+1), ML 12, plate mail, shield, and **longsword +1**.

Draco has drilled a small hole in the door to the dressing room, and will be spying on the group through it. When he sees someone approach the door, he will fling it outward and attack. A roll of 1 or 2 on a d6 indicates that the party is surprised and Draco automatically gets the first attack. If there is no surprise, initiative is rolled for normally. Draco will carry himself forward with the momentum of his charge, allowing his two companions to enter room **103** right behind him. The two will take up defensive positions on their leader's flank.

All three of them realize that they must win this battle or their plot will be destroyed. They will fight to the death.

The dressing room is a plainly finished room with a pair of closets and a small chair in it. The closets are filled with various ducal robes and garments, and the chair was used by His Excellency, the Duke, when his servants were tying his shoes. The secret door to room **106** has been left slightly ajar, and may be noticed on a +1 chance.

106. PALACE BARRACKS.

This room has a dozen simple wooden bunks and several benches in it. A leather cloak and a pair of boots lie on the floor, but nothing of any real value is in here.

This room was the sleeping chamber for the guards that were assigned permanent duty in the palace.

107. DUCAL BOUDOIR.

This large room is messy and dirty. The door to the bathing room stands open, but the tub looks as if it has not been used for some time. A bare writing table is against the wall and an overturned chair is next to it. The bed is against the south wall. A bedraggled figure is visible on the huge bed. He is not confined in any way, but will pull the blankets up around his chin and watch the group's approach with wide, staring eyes. As the characters near the bed, he will begin to growl and bark like a dog.

The man is Stephen, Duke of Rhoona. His formerly robust appearance is gone, and he is now thin and pale. His hair shoots away from his head in all directions, and his eyes are bloodshot. A trickle of drool runs into his tangled beard. The Duke will cower in bed, making no move to flee or defend himself as the characters approach. The antidote for the cure will work as soon as it is thrown in his eyes, but any other use of the powder will have no effect. When the Duke is cured, he will have full memories of all of his actions while he was cursed. His bearing will grow proud again, and he will ask for a few minutes to clean up before talking to the party.

If the characters leave the room, the Duke will take 3 turns to wash, brush his hair and beard, and dress according to his rank. When he emerges, no sign of his unpleasant ordeal will be visible. He will ask for details of the party's adventure, and after learning of the events that have transpired, will offer each loyal character a 2,000 gp reward as "an inadequate token" of his gratitude.

Depending on how many days have passed since the expulsion of the dwarves, he will quickly prepare to ride to Rockhome and attempt to turn back the approaching army with an honest apology and explanation, sweetened with an offer of gold to make amends for the inconveniences suffered by the dwarves. Since the dwarves are not exceptionally interested in the destruction and plunder of their former ally, they will grudgingly accept the Duke's offer.

Draco's head will be placed on display before the Ducal Barracks, and the story of the curse and the party of adventurers who saved the day will be spread rapidly throughout the town. When the Duke returns from pacifying the dwarves, he will throw an elaborate banquet for the characters.

After the banquet, life will begin to return to normal in Rhoona. Within a week, the breweries will have produced enough beer for it to become available in the taverns again. The price will be doubled for two or three weeks, however, until supplies can be built up. It will be understandable if the characters wish to spend some time celebrating, and indeed, they will be accorded the status of heroes for a time.

Adventurers being what they are, however, the life of social gatherings and parties will soon become tedious. Once more, the breeze will whisper of far-off, exotic lands...of evil that must be defeated ...and treasure that cries to be found....

FURTHER ADVENTURING IN RHOONA

If the group decides to stay in Rhoona, a number of things can occur in the town or nearby countryside that will provide activity and challenges for the adventurers. The map of the town may be used further, but of course, places (shops and taverns) that have been marked should remain in their original locations. In this way, if the characters desire, they can get to know the town very well.

These suggestions for other adventures will obviously require some DM preparation. Each of these scenarios could be expanded to fill an entire evening of playing time, or could be used as short, one or two encounter adventures that would be playable in an hour.

A. THE BAND OF MASTER THIEVES: This is a group of five or six high level thieves who operate out of a shack in the Old Town. They will attempt to steal anything that they can get their hands on. If they hear rumors of the rich rewards given to the characters who saved the Duke from the evil curse, their curiosity will be aroused.

They will locate the group, and probably attempt to create some kind of diversion while several of the thieves rob the party of everything they can carry away. Most of the residents of the Old Town fear this group, so information regarding its lair and hangouts will be difficult (expensive) to come by. It is rumored that a network of tunnels and rooms extends through the ground underneath the thieves' shack.

B. THE SLAVERS' WAREHOUSE: The disappearance of a number of children and young adults from Rhoona will cause worry and dismay among the populace. The party must figure out that they are being kidnapped by a band of slavers. The youths are smuggled aboard ships in the middle of the night and taken to the barbaric reaches of the far corners of the world.

The slavers' headquarters is a warehouse on the waterfront. Mundane items such as lumber and tools are stored here, but a secret room serves as a prison until the next slave ship sails. A sturdy band of high level fighters, with magic-user, thief, and clerics to support them, is behind this wicked scheme.

C. RAIDING RED DRAGON: An old and evil fire-breathing dragon finds a comfortable cave in which to lair. The problem: The cave overlooks the fjord between Rhoona and Norrvik, and the dragon enjoys plundering cargoes and burning boats. If the characters are especially courageous, they may wish to plan an expedition against this fierce lizard, motivated by the pile of treasure that it is bound to have accumulated.

The expedition could include a wilderness adventure as the group battles various wandering monsters on the way to the dragon's lair. If any characters are fortunate enough to survive this jaunt, it may be assumed that they will return wealthier than before!

Numerous situations could be created with Rhoona as a base of operations: hill giant, ogre, or troll bands that could begin to harass the outlying farms; plots in the town against the legal authority of the Duke, etc. If the DM wishes to allow it, the characters may even purchase a boat or ship in Rhoona and launch some exploring expeditions of their own.

As with any other **D&D ®** game situation, the only boundaries are the limits of your imagination!

HYPNOSNAKE

Armor Class: 4
Hit Dice: 8*
Move: 90' (30')
Attacks: 1 bite or 1 gaze; 1 tail
Damage: 1-8 or sleep; 1-10
No. Appearing: 1
Save As: Magic-user 5
Morale: 9
Treasure Type: D
Alignment: Chaotic

The hypnosnake is a semi-intelligent reptile that attempts to hypnotize its prey before devouring it. This hideous serpent is a red and green striped reptile that may grow up to 20 feet in length. Its eyes are a whirling blend of all the colors of the rainbow.

To hypnotize its prey, the hyposnake stares into the eyes of a potential victim while swaying in a rhythmical fashion. The victim must save vs. Paralysis, or instantly fall asleep. The next round, the hypnosnake may seek out another victim and attempt to hypnotize again.

A character who is surprised by the hypnosnake automatically meets its gaze. Characters who are in hand-to-hand combat with it will meet its gaze unless they state that they are looking away. In the latter case, the character attacks at -4 and the hypnosnake at 2 on all "to hit" rolls. If the hypnosnake watches itself in a mirror for a full round, it must make a save vs. Paralysis or fall asleep.

The hypnosnake can also lash out with its barbed tail for 1-10 points of damage, or bite for 1-8. Note that, if it chooses to bite, it cannot attempt to hypnotize that same round.

CREDITS

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DEVELOPMENT: DOUGLAS NILES AND ALLEN HAMMACK
EDITING: DEBORAH CAMPBELL RITCHIE

PREGENERATED CHARACTER LIST

All pregenerated characters are of **Lawful** Alignment, except for the thief (Quillan), who is neutral.

NAME	CLASS/LEVEL	HIT PTS.	STR.	INT.	WIS.	DEX.	CON.	CHA.
Ariel	cleric/7	23	13	9	14	8	10	11
Clydell	dwarf/6	40	16	7	9	10	14	8
Annelise	elf/5	18	13	12	8	14	9	11
Kimbra	magic-user/6	13	7	15	11	12	9	10
Barthel	halfling/5	22	11	9	8	16	11	12
Lamar	fighter/6	30	14	10	9	11	9	12
Quillan	thief/5	12	10	11	8	15	10	10
Raynor	fighter/6	28	15	7	13	10	13	8

CHARACTERS BONUSES AND PENALTIES

NAME	STRENGTH	SAVING THROW	MISSILE FIRE
Ariel	+1	+1	-1
Clydell	+2	0	0
Annelise	+1	0	+1
Kimbra	-1	0	0
Barthel	0	0	+2
Lamar	+1	0	0
Quillan	0	0	+1
Raynor	+1	+1	0

CHARACTER SPELLS

Ariel:

First Level: **cure light wounds; detect magic**
Second Level: **find trap; silence 15' radius**
Third Level: **striking**
Fourth Level: **cure serious wounds**

Annelise:

First Level: **sleep; magic missile**
Second Level: **invisibility; knock**
Third Level: **haste**

Kimbra:

First Level: **detect magic; charm person**
Second Level: **web; ESP**
Third Level: **fireball; fly**

QUILLAN'S THIEF ABILITIES

OPEN LOCKS	REMOVE TRAPS	PICK POCKETS	MOVE SILENTLY	CLIMB WALLS	HIDE IN SHADOWS	HEAR NOISE
35%	30%	40%	40%	91%	30%	1-3

Because these are mid-level characters, it is assumed that they have collected a few possessions and treasures from previous adventuring. If the pre-generated characters are used, the DM may allow each character to roll a d6. Mutiply this figure times 100 to get the amount of gold pieces carried by that character.

In addition, the group possesses the following items. The players should roll percentile dice to determine the choice of the items. The player with the highest roll gets the first choice, and so on, until all of the items have been distributed.

PREGENERATED CHARACTER POSSESSIONS

Longsword +1
Longsword +1
Shortsword +1
Shield +2
Shield +1
Shield +1
Plate Mail +1
Plate Mail +1
Leather Armor +1
Ring of Protection +2
Wand of Magic Detection (2-40 charges, rolled on 2d20 by the DM, privately)

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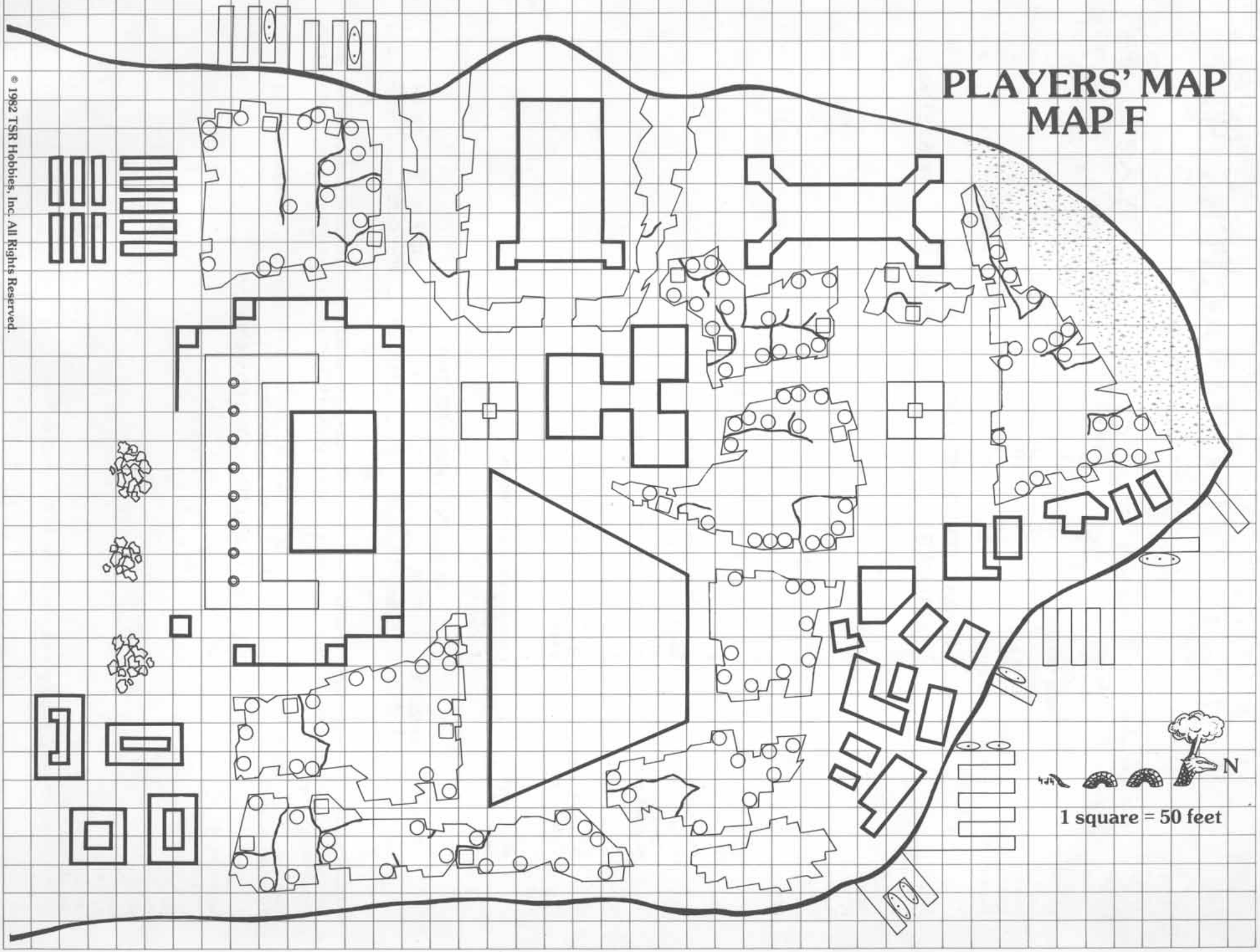
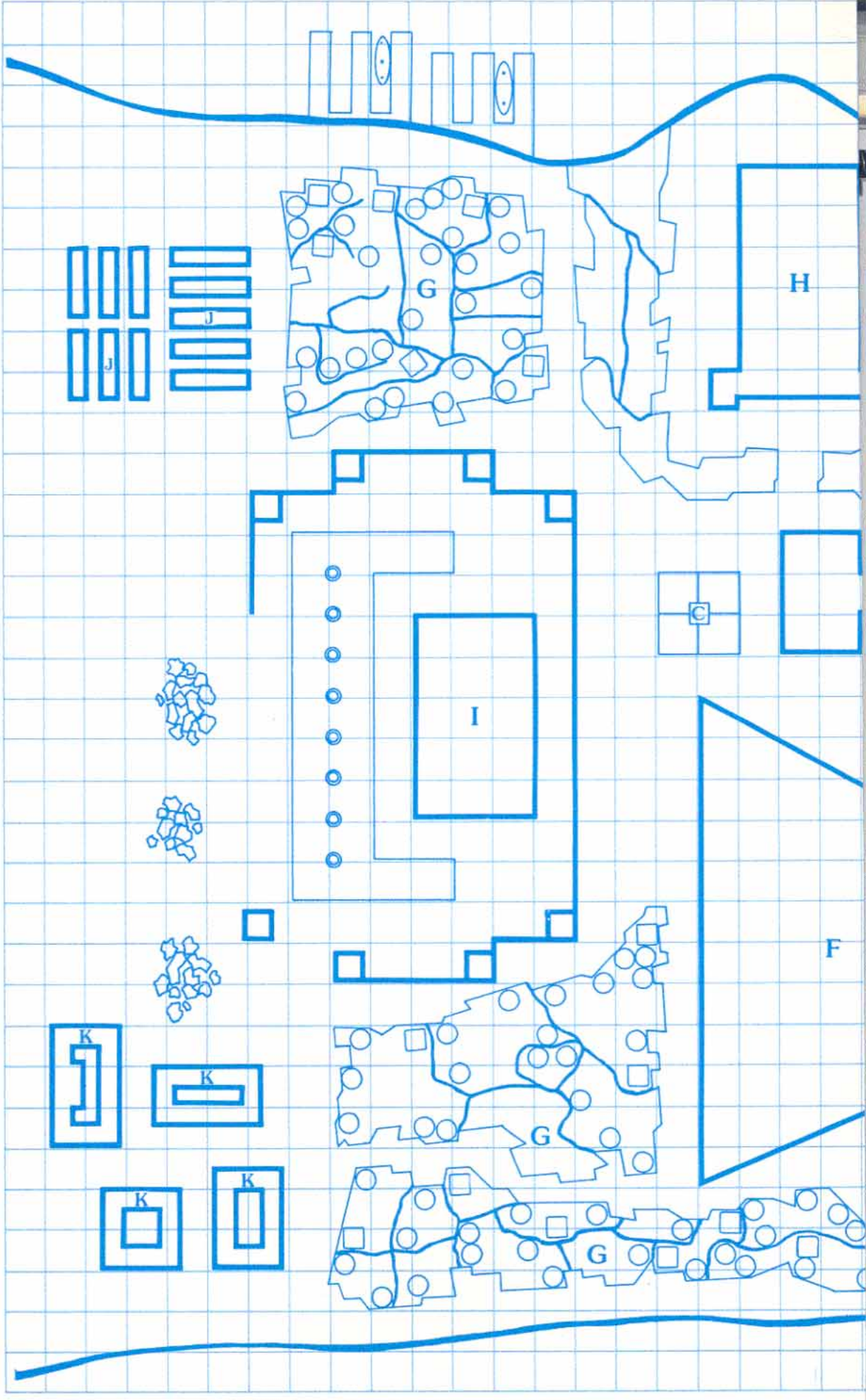
PLAYERS' MAP
MAP F

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DM MAP
MAP A

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DUNGEONS & DRAGONS®

Expert Set Adventure Module

Curse of Xanathon

by Douglas Niles

Something is rotten in Rhoona . . .

When the grotesque god, Cretia, casts his ugly shadow over the town, strange things start happening. First, Duke Stephen vanishes. Then bizarre proclamations begin coming out of the Ducal Palace... dwarves are outlawed... taxes must be paid in beer... horses must be ridden backwards. Soon the entire town is in an uproar and a dwarven army is marching on Rhoona. This is the situation when you and your party of valiant adventurers arrive in the suffering town.

There you find . . .

*A ragged beggar who prowls the streets offering cryptic advice.

*A mysterious black-garbed cleric planning treachery.

*A trusted soldier plotting his master's overthrow.

*A sinister jewel casting its evil emanations over the town.

You and your party are Rhoona's only hope. Only **YOU** can unravel the dark mystery that plagues the town and save Rhoona from . . . the Curse of Xanathon.

This module is for use with the **DUNGEONS & DRAGONS®** Expert Set, which continues and expands the D&D® Basic rules. This module cannot be played without the D&D® Basic and Expert rules produced by TSR Hobbies, Inc.

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